

**75P**  
Every Thursday

THE WEEKLY MAG BRINGING YOU THE **EXCLUSIVES**

# GAMES-X

23rd - 29th  
Jan '92  
Issue 39

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

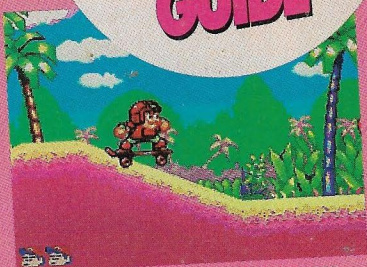
## EXCLUSIVE SPACE GUN

### ALSO THIS WEEK...

- ★ DAYLIGHT ROBBERY
- ★ TILT
- ★ GRETSKY HOCKEY 2
- ★ SPECIAL FORCES
- ★ LAGOON - **SUPER NES**
- ★ CALIFORNIA GAMES - **MEGA DRIVE**
- ★ ADDAMS FAMILY - **GAME BOY**
- ★ ATTACK OF THE KILLER TOMATOES - **GAME BOY**
- ★ ELEVATOR ACTION - **GAME BOY**
- ★ NASCAR FAST TRACKS - **GAME BOY**
- ★ PLUS MANY MORE...

**EXCLUSIVE:**  
COMPUTER  
ENTERTAINMENT  
SHOW REPORT  
FROM LAS  
VEGAS

**FINAL  
PART OF  
OUR BEGINNER'S  
GUIDE**



**SUPER WONDERBOY III  
ON THE FAMICOM PAGE 24**



**ONE DOZEN FOOT  
PEDAL CONTROLLERS  
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**ELVIRA II  
PAGE 16**



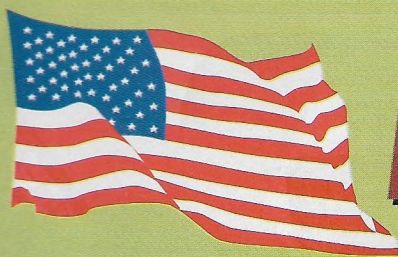
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THE CHARTS FOR YOUR COMPUTER AND CONSOLE



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# LAS VEGAS COM ENTERTAINMENT

## PART 1

### MICROPROSE 1992

*After gaining a reputation as a simulation merchant, Microprose is continuing to diversify. Hyperspeed has you racing through star systems searching for a world to rehouse mankind. Along with quick scroll vector graphics there's strategy and RPG, not forgetting the hyperspeed laser battles and alien marauders. Watch out for more info.*



### SEA ROGUE

Coming soon is **Sea Rogue**, a quest for sunken treasure beneath the waves. In addition to the search operation, there are hijackers, claim jumpers and smugglers to contend with.

Commanding a crew of six you must navigate, while paying special attention to the ever-changing weather conditions. There is also an RPG element as you interact with bankers, marketeers, barmen, and mercenaries.

In addition to buried treasure, there are salvage missions to undertake on wrecks including the Titanic and Bismarck.

Expect it first on PC in April '92, with other formats expected later.

### OP-DESERT STORM

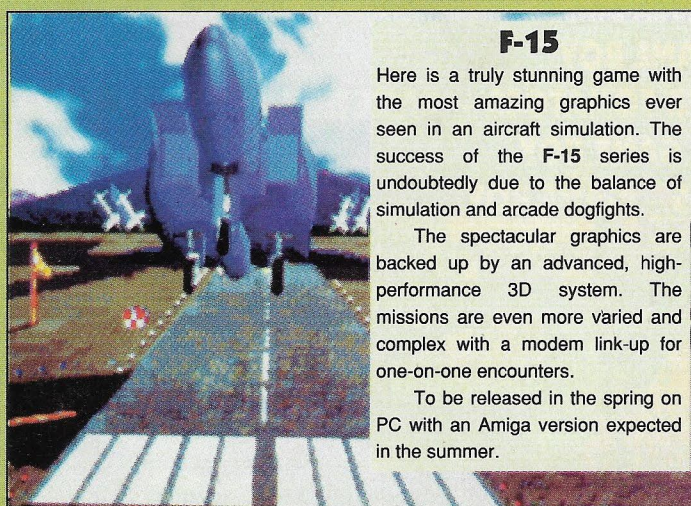
Microprose has produced a scenario disk for F-15 Strike Eagle II, based on the Gulf War. **Operation Desert Storm** puts you in the cockpit, bombing Scud launchers, pounding republican guards and destroying chemical warfare plants.

There are night and day missions which recreate the 'Mother of all Battles' in chilling realism. The Desert Storm scenario disk also contains the North Cape and Central Europe both found in Microprose's F-19 Stealth Fighter.

To be released in the UK in February, leading on PC with Amiga expected later in the year.

### TASK FORCE 1942

Recreating the WW II Pacific Ocean battles, Microprose is developing **Task Force 1942**.



### F-15

Here is a truly stunning game with the most amazing graphics ever seen in an aircraft simulation. The success of the F-15 series is undoubtedly due to the balance of simulation and arcade dogfights.

The spectacular graphics are backed up by an advanced, high-performance 3D system. The missions are even more varied and complex with a modem link-up for one-on-one encounters.

To be released in the spring on PC with an Amiga version expected in the summer.

### F-22

Microprose is setting **F-22** as the ultimate flying experience, with the most advanced and stunning realism ever.

F-22 is a prediction of the nature of military aircraft in the year 2000, and features such advanced equipment as helmet controlled weaponry. There's going to be full campaign involvement and vicious high-speed dogfights.

The game is still in its early stages with a PC release due in spring 1993.

**W**hile the rest of the world is skint, Las Vegas stands as a grotesque shrine to excess and bad taste. At a price, the city boasts all the vices you can think of... and some you'd never imagine in your wildest dreams.

For 24 hours a day, gamblers shovel money in the fruities, while \$100 chips are often bet against one throw of a dice, or a spin of a wheel.

If one thing can sum up the crazy city of Las Vegas, it is the man-made volcano found outside the Mirage hotel.

A spectacle in every sense of the word, erupting every 15 minutes during the night, this fiery, steamy and noisy attraction is accompanied by the distinct whiff of Pina Colada. At \$4,000 a time, it's a chemical cocktail to hide the rather eggy sulphur smell.

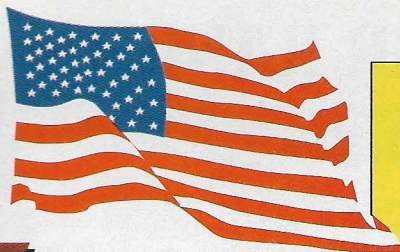
### NINTENDO

The computer game section of the Vegas electronics fair occupied a massive hall, that was apart from Nintendo which has literally outgrown the rest of the industry and was holding court in a massive





# PUTER SHOW



*Days after leaving Las Vegas, the constant jingle of money still rings in your ears, the dazzling light is burnt on your brain.*

*The Computer Entertainment Show at Las Vegas has become the Mecca of the global computer and electronics industry. Everyone involved arrived with fat wallets, and Vegas did its best to part the two. Jason Spiller reports for Games-X from the city that never sleeps.*

marquis, practically the size of the main hall itself.

Nintendo is literally dominating the console and hand held market, with 40 million 8-bit NES cartridges sold in 1991.

A further 10 million consoles were bought, and eight million Game Boys are now in use – that's the equivalent of one in the pocket of the entire population of London. Meanwhile, 16-bit NESs filled 2.2 million stockings last Christmas.

Beneath the vast acreage of canvas,

affiliated Nintendo game developers and publishers enthusiastically displayed the releases for 1992.

With 700 titles already produced for the Nintendo console units, and a rapidly increasing catalogue of Game Boy titles, 36 new titles are expected in the first part of the year. Expect to see a marked improvement in both the graphics and sonics departments.

Watch out for more information in future issues of Games-X.

## JALECO RELEASES

**M**assive arcade phenomenon, Jaleco is nestling under the B52-sized wing of Nintendo, developing and publishing games on both console and hand held.

For the NES, Jaleco has produced *Rampart* (mentioned in last week's news), the surprising arcade success of battle and fortification.

*Shatter Hand* is another of the company's releases and if the US mags' reaction is anything to go by, it is the most explosive beat'em-up ever produced. Due for a spring release in the UK on NES 8-bit, *Shatter Hand* features massive sprites for you to beat the living pixels out of. There's also the facility to actually build combat robots for extra protection.

There are numerous different missions to complete and the game boasts 16-bit quality graphics and eight-way scroll. Watch out for it in March this year.



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The final instalment of our beginner's guide to using your Amiga or ST to its full potential.

#### Win, win, win! 6

Fed up with your joystick? Well this week we've got a dozen foot pedal controllers to give away.

#### Sneak Previews 42-45

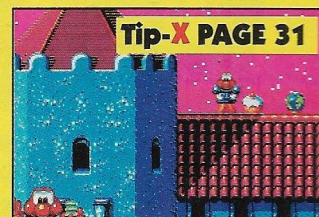
Your first look at Rocketeer, due soon from the Disney Studios. Also a Games-X exclusive peek at Die Hard 2: Die Harder.

### Game of the Week



#### Space Gun 10

Direct from the arcades comes a no-holds barred shoot'em-up, ready to grab your attention.



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Share your problems with the Doc and his PVC couch.

#### Tip-X 31

Hints and tips for Final Blow, Another World, Robocod, Leisure Suit Larry III, and more.

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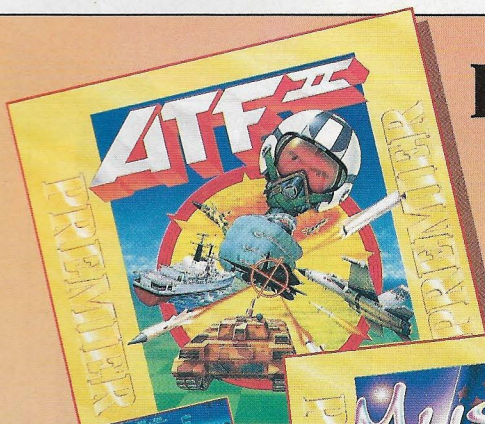
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## PREMIER RANGE

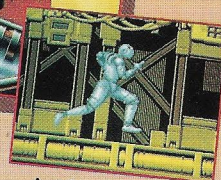
£9.99



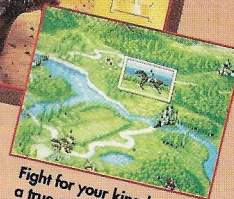
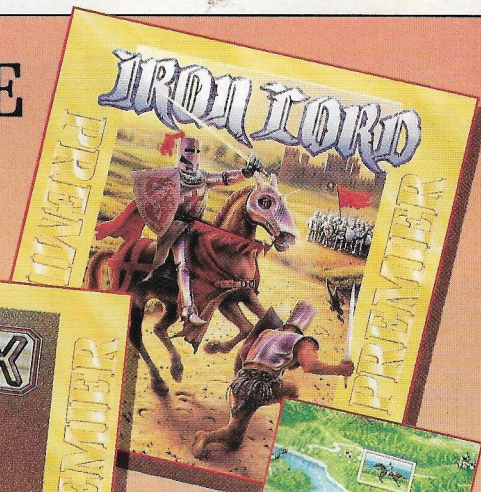
ATF II is a unique blend of arcade action and strategy.  
Amiga Action - Super League



A magical adventure entering into dangerous parallel worlds.  
Your Amiga - 82%



A nightmare of deadly machines and hostile life-forms.  
CU Amiga Superstar - 97%

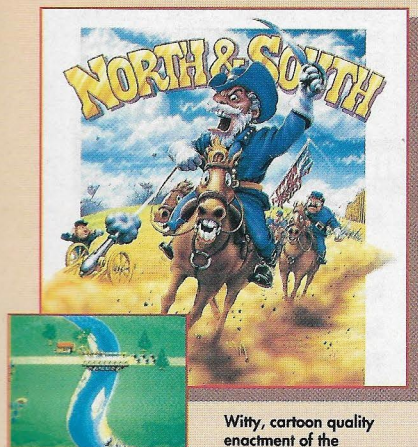


Fight for your kingdom as a true crusader of justice.  
CU Amiga - 82%

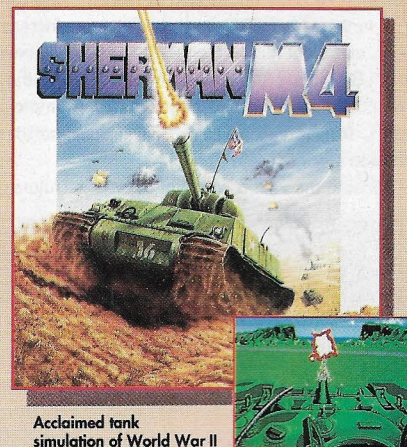


## CLASSIC RANGE

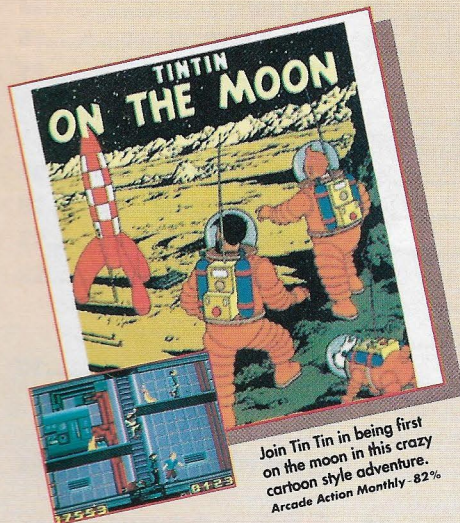
£7.99



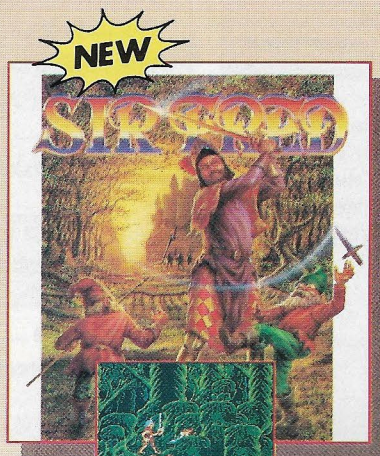
Witty, cartoon quality enactment of the American Civil War.  
Amiga Action - 84%



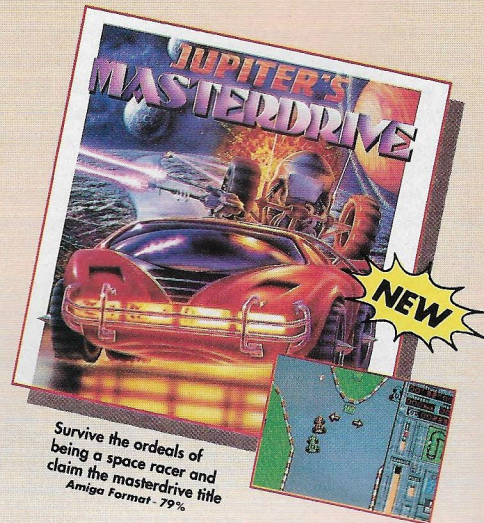
Acclaimed tank simulation of World War II famous campaigns.  
Ace Rating - 925



Join Tin Tin in being first on the moon in this crazy cartoon style adventure.  
Cartoon Action Monthly - 82%



As a valiant knight you must break the curse of the evil dwarf.  
Zero - 89%



Survive the ordeals of being a space racer and claim the masterdrive title.  
Amiga Format - 79%

AVAILABLE FROM  
LEADING RETAIL OUTLETS.  
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PHONE: 0276 684959



# AMIGA · ATARI ST · PC





# AND FROM JALECO...

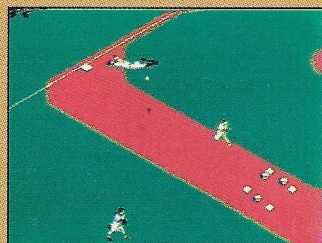
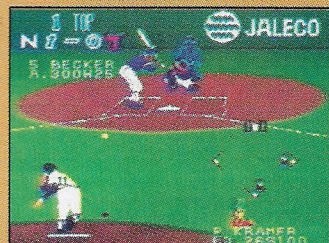
**B**aseball has yet to take the UK by storm, but Jaleco is set to release *Bases Loaded 3*, the sequel to *Super Bases*. This multi-view sports simulation enables you to see the game as pitcher, batter and fielder.

There are three different ball parks, five levels of play and an edit feature to create your own team. UK release is expected in April 1992.

Another imminent release from the company is *Rival Turf*. Maybe not earth

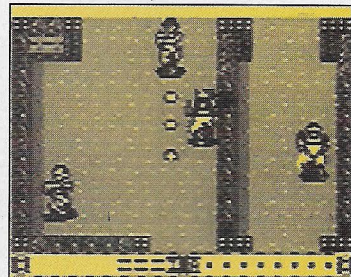
shatteringly innovative, but this street-wise beat'em-up is packed with a constant flow of beefy muscle-heads to wipe out. The control is really responsive, and with a UK March release on NES, this is definitely one for fight fans.

Finally, Jaleco was showing *Earth Defense Force*. This saga is a traditional shooty game with pick-ups, power-ups, a variety of weaponry, along with a constant flow of cannon fodder. Oh, not forgetting the ubiquitous end-of-level guardians!



## FORTIFIED ZONE

*Fortified Zone* is breaking new ground on Nintendo's machines, with commando-style scrolling and a unique 'double-blind' option for two players moving independently through the mazes. This puzzle/shoot'em-up will be released in February or March.



## CATCH HATRIS

Another Game Boy link-up to be published by Bullet Proof is the sequel from Tetris creator, Alexy Pajitnov. You've got to stack loads of hats as they drop down in random pairs. Five rows of the same hats are needed to score.

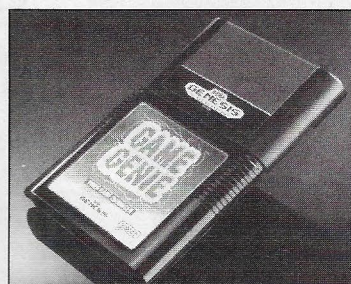


## GAME GENIE

Nintendo tried to ban it, but Galoob's *Game Genie* is currently available for the NES. It enables you to customize games, to any level of difficulty.

You can make your hero run faster, jump higher and punch harder. It is even possible to introduce extra lives, and partial or total immunity.

The *Game Genie* is being developed for Sega consoles and is due in the UK in March. The price is yet to be finalised.



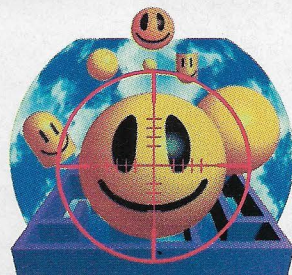
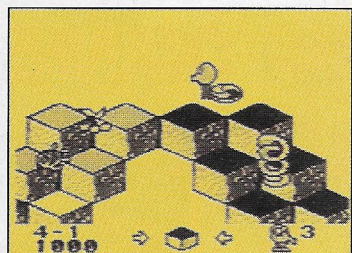
They incorporate leather-padded palms and knobby thumbs enabling you to press the buttons quicker and with less effort.

They come in a variety of colours and designs and you can even have your favourite characters emblazoned on the velcro strip on the back.

## Q-BERT

*Q-Bert* has been around in one form or another, for years.

Now this isometric platform puzzler hits the Game Boy. Your task is to keep *Q-Bert* away from the nasties. Watch out for it in February 1992.



NES. It certainly makes a change for a game to start off on a hand held and be transferred onto console.

## ON THE SHELF!

Here is a list which has been compiled by GX, with the help of Centresoft and Leisuresoft, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
Battleset 3	Electronic Arts	Amiga, PC	£14.99	27/1/92
Battleset 4	Electronic Arts	PC	£14.99	27/1/92
Cartoon Collection	Codemasters	Amiga, ST	£24.99	28/1/92
Chessmaster	Mindscape	PC	£35.99	25/1/92
Crime City	Impressions	Amiga, ST	£29.99	27/1/92
Diplomacy	Leisure Genius	PC	£24.99	28/1/92
		C64 (cass)	£9.99	28/1/92
		C64 (disk)	£12.99	28/1/92
	Virgin	Amiga, ST	£19.99	28/1/92
Eco Quest	Sierra On Line	PC	£39.99	30/1/92
Elvira 2	Accolade	PC	£39.99	29/1/92
Harpoon Editor	Electronic Arts	Amiga, PC	£19.99	27/1/92
Harpoon Vol 1.2.1	Electronic Arts	PC	£39.99	27/1/92
		Amiga	£34.99	27/1/92
Hiemdal	Core Design	ST	£34.99	27/1/92
Hydra	Domark	C64 (cass)	£10.99	29/1/92
		C64 (disk)	£14.99	29/1/92
Kings Quest 5	Sierra On Line	Mac	£34.99	24/1/92
Leisure Suit Larry 5	Sierra On Line	Amiga, Mac	£34.99	29/1/92
Les Manley Lost in LA	Accolade	PC	£34.99	29/1/92
Monster Pack 2	Psygnosis	Amiga	£25.99	27/1/92
Myth	System 3	Amiga, ST	£25.99	24/1/92
Obitrus	Psygnosis	ST	£25.99	30/1/92
		PC	£34.99	30/1/92
OutRun Europa	US Gold	Spectrum	£11.99	30/1/92
Over the Net	Genius	C64 (cass)	£10.99	24/1/92
		C64 (disk)	£14.99	24/1/92
Paperboy 2	Mindscape	Amiga	£25.99	24/1/92
PGA Courses	Electronic Arts	Amiga	£14.99	28/1/92
Reach for the Skies	Mirrorsoft	PC	£35.99	24/1/92
Red Baron	Sierra On Line	Mac	£34.99	30/1/92
Rubicon	21st Century	Amiga, ST	£25.99	24/1/92
		C64 (cass)	£10.99	24/1/92
		C64 (disk)	£15.99	24/1/92
Special Operations	Mindscape	PC	£19.99	27/1/92
Tilt	Genius	PC	£30.99	30/1/92
		C64 (cass)	£10.99	30/1/92
		C64 (disk)	£15.99	30/1/92
TNT 2	Domark	Amiga, ST	£24.99	29/1/92
		8-bit (cass)	£12.99	29/1/92
		C64 (disk)	£15.99	29/1/92
Traders	Linel	Amiga, ST	£25.99	29/1/92
TV Sports Baseball	Mirrorsoft	PC	£35.99	24/1/92
Willy Beamish	Sierra On Line	Amiga	£34.99	24/1/92

## HOTGLOVES



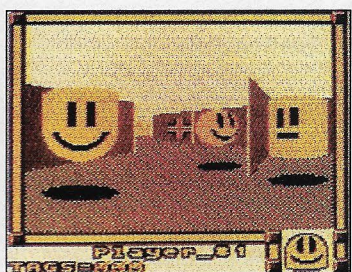
If you're a serious game player and sick of blisters and an unsure grip on your control unit, *Hotgloves* from Champion are the answer.

## FACEBALL 2000

Perhaps the most impressive Game Boy release for '91 was *FaceBall 2000* from Bullet Proof.

This first-person-perspective chase and kill game has you searching for smiley-faced spheres to shoot while avoiding your opponents.

It is set to be released on the Super





# PEDAL TO THE METAL



**G**remlin Graphics' Lotus Turbo Challenge 2 was one of the most popular games we played in 1991; with the link-up system four people could simultaneously race against each other.

However, one major problem we found was that when you were hurtling down a long stretch of road with someone trying to overtake you, it was all too easy to accidentally pull back on the stick and lose speed and position.

That doesn't happen any more because we've got hold of the Quickjoy

Footpedal from Spectravideo. It plugs directly into your joystick port and lets you reconfigure any three joystick moves to work via the Footpedal; all other movements remain with the joystick.

## TOE TAPPING FUN

So if you were playing a racing game like Lotus 2 you could have the brake, accelerator and clutch activated by the Footpedal, leaving the joystick to control only the steering!

It all seems pretty weird at first, but after a couple of laps you soon find yourself gaining faster times.

Spectravideo claims the Footpedal has a number of uses but works best with racing games and beat'em-ups! With high-quality microswitches it has been designed with robustness in mind.

Costing £25, the Footpedal works with Atari, Commodore and Amstrad CPC systems. It's available from any good computer store but you can win one of 12 here by answering the three simple questions listed below.

Simply fill in the form and send it to: **Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.** All entries must arrive no later than 13th February 1992 and the first 12 correct entrants will win a Footpedal!



**WIN A QUICKJOY FOOTPEDAL  
AS SEEN ON CHANNEL 4'S  
GAMESMASTER!**

## PEDAL TO THE METAL

Name.....

Answer 1.....

Address.....

Answer 2.....

Answer 3.....

Post Code .....

Machine type.....

I also own a .....

### RULES

No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The judge's decision is final. No photocopied competition entries will be accepted.

## QUESTIONS:

1. What kind of game is the Footpedal most useful with?
  - a. Adventure
  - b. Racing
  - c. Shoot'em-up
2. How many joystick functions can the Footpedal be made to perform?
  - a. Three
  - b. Millions
  - c. Hundreds
3. The Footpedal plugs into which part of your computer?
  - a. The keyboard interface
  - b. The disk drive
  - c. The joystick port



# ANGER • DANGER • DANGER • DANGER

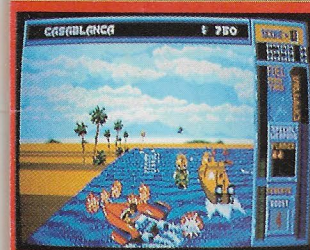
## TNT

### DOUBLE DYNAMITE • THE COMPILATION

**DANGER  
EXPLOSIVE  
SOFTWARE**

**THIS CRATE CONTAINS:-  
HYDRA • SKULL & CROSSBONES •  
S.T.U.N. RUNNER**

**ESCAPE FROM THE PLANET OF THE ROBOT  
MONSTERS REPLACES HARD DRIVIN' II ON  
COMMODORE 64, SPECTRUM &  
AMSTRAD VERSIONS.**



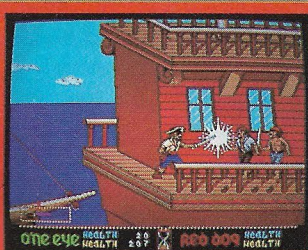
#### HYDRA

In the 21st century when the out-of-the-ordinary needs delivering (the Crown Jewels, Mutant Virus Strains – that sort of thing), there's only one person for the job – You!

In your supercharged Hydracraft, blast your way through enemy helicopters, boats, hovercraft, jet skis and zeppelins, keeping a careful eye out for a sinister terrorist called The Shadow. Based on the smash-hit coin-op, Hydra is non stop action all the way.

"Fast, addictive, arcade quality action".  
GAMES X

"Nice graphical presentation throughout"  
YOUR AMIGA



#### SKULL & CROSSBONES

Hoard the Jolly Roger and set sail across the seven seas in the most blood curdling arcade game you will ever play. There's treasure, jewels, gold and lusty wenches to be captured and ghastrly creatures to be stabbed in this bloodthirsty battle to the death with the evil sorcerer and his henchmen.

"Addictive and fun to play" ST ACTION  
"One to go overboard about!" ZZAP



#### HARD DRIVIN' II

Buckle up and step on the gas as Hard Drivin' II streaks onto your screen.

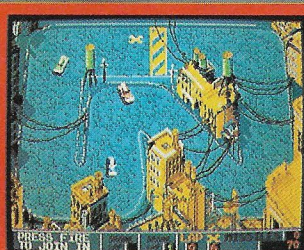
Hold on tight as you roar round four thrilling new circuits, or build your own using the unique track editor.

And there's more! Link your computer to a friend's Amiga, IBM PC or Atari ST for a head to head race to the finish. Hard Drivin' II is faster, meaner and even better looking than the award-winning original.

"A first rate racing game well worth getting your hands on"

AMIGA COMPUTING

"The extra courses and the option to design your own add longevity to an excellent product". ACE



#### BADLANDS

A ruthless sport has evolved in the Badlands – Sprint Racing with weapons. Customise your hot-rod car with high-velocity missiles, speed, tyres and shields. It's all out war on the tracks; ruthless, destructive and fun for one or two players.

"Recommended without any hesitation".

C & VG

"Frustrating, addictive, exciting, challenging, it will turn best friends into archenemies".

COMMODORE FORMAT



#### S.T.U.N. RUNNER

Grasp the controls and enter the awesome three dimensional thr thr thr of the Sturn Runner – experience thr thrill of racing at speeds of over 900 miles per hour in your armoured bobsled through the futuristic tunnels of the Sturn network. Jump the ramps, annihilate the opposition with shock waves and follow the trails of bonus stars through to 'The Ultimate Challenge'.

"A good conversion of the coin-op's essential elements"

COMMODORE FORMAT

"Good samples and fun futuristic theme"  
AMIGA FORMAT

Available on: Amiga, Atari ST, Commodore 64 cass & disc, Amstrad cass & disc, Spectrum • Amiga Screenshots • Artwork and Packaging © 1992 Domark Software Ltd.

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# DOMARK



I've got a second drive for my games, but I can't seem to get it to work and I still have to swap disks every few minutes. Have I wasted my money or what?

I wouldn't say you've wasted your money, extra disk drives are a great bonus on almost every level of computer use. It's just a shame that some games don't register the additional drive or actually refuse to play if it's connected.

Games of a more thoughtful nature, such as adventures and strategies, often come on several disks and it is one living nightmare to swap without the additional drive.

These usually utilise all other drives, but there are still some which don't. Thankfully these are now in the minority.

However, certain arcade-style games which come on more than one disk often don't utilise the full capabilities. It's a shame, but there is nothing you can do.

Sometimes you even have to remove external connections to play the game itself. Don't be disheartened though, you'll soon find it worth your while in the long run.

Ensure that you've got it linked up correctly and switched on, and that you have a power source attached on the ST. Don't forget, the two drives have to be addressed differently; either as drive a: & b: on the ST or DF0: and DF1: on the Amiga.

# HELP!

*This is the final part of the Games-X mini series, the beginner's guide for Amiga and ST users. We have endeavoured to answer most of those niggling little questions you may have had since you unpacked your computer, and this week we sign off with some major queries and other angst-ridden uncertainties.*

**Q** I keep on seeing reference to words like DF0: and DF1: I'm new to computers and I haven't got the foggiest idea what they stand for. Someone has said something about disk drives but I'm still lost I'm afraid.

**a** On the Amiga, DF0: stands for the disk drive incorporated within your computer. DF1:, DF2, and so on in numbered logical order stand for external disk drives which are bought and linked to your computer.

Although obscure, the words are the way the computer addresses different areas, so you can load a game on the external drive immediately, without being lumbered with the internal disk drive.

Despite efforts to make computers more friendly to the user, jargon still crops up now and again. The best thing to do is get a computer dictionary to explain the terms in plain English. The ST drives are much easier to remember; simply drive a and drive b.

**Q** My Amiga seems to be linked up correctly, but I have trouble getting some sound. In fact I can't get any, what's wrong.

**a** There could be a couple of things you've missed. Firstly, a basic aerial lead in the back of the modulator simply isn't good enough, you also have to link up the

## FILO FAX

**Q** In my game packaging I am recommended to make a back-up copy of the game I've bought, but my friend says only game pirates copy games. I don't know how to do it and, furthermore, is it legal?

**a** This is a tricky notion to consider. Copying software for personal use may seem perfectly legal, but only when the software house states you can.

However, it is most definitely illegal to copy games software for other people who haven't paid for the original game.

Pirating software isn't fair on anyone in the industry and the law is starting to take a dim view of offenders. You have been warned.

If you are allowed to make a back-up copy of the game, you need to know what copy protection is actually on the disk. A game with some form of protection obviously doesn't lend itself to copying. It's as simple as that.

**Games which do invite you to make a copy can be done by going into workbench or Gem, opening the game window, and dragging the gamedisk onto a freshly formatted disk. See an earlier 'help' for information on transferring information.**

As for copying games in general, an investigator for FAST (Federation Against Software Theft) stated, "unless the software house says you can copy the game, explicitly in the game packaging, then the answer is no."

Therefore, if you make back-up copies of everything, 90% of the time you are technically breaking the law.

The safest bet is to make the disk unwritable (see previous 'helps') and keep all of the packaging. Never remove a disk when the disk drive light is on and in the event of a corrupted disk, you can return it to the software house for a replacement for free, or a minimal cost.

audio connections on both the modulator and the computer.

These are found to the left side of the disk drive port. If you still have no joy, and your picture isn't quite as clear as it should be, move the switch on the modulator from h to l, or vice versa, and everything should work.

If you're using a monitor, don't forget to

plug the audio leads into the correct ports. Often you can mistake them for audio out connectors, hence the mysterious silence.

**Q** On the ST some of my games automatically load, while others leap straight into the Gem worktop and I have to click through some files to get anywhere. Can I make things load straight away?

**a** Usually a game will autoboot when the power supply is turned off and then on again. However, there is another way to make this happen.

Create a new folder and name it 'AUTO', then place all the files ending in .PRG or .EXE in this new folder. Turn the power off, then on again, and everything should run smoothly.



# Ultima VI

## The False Prophet



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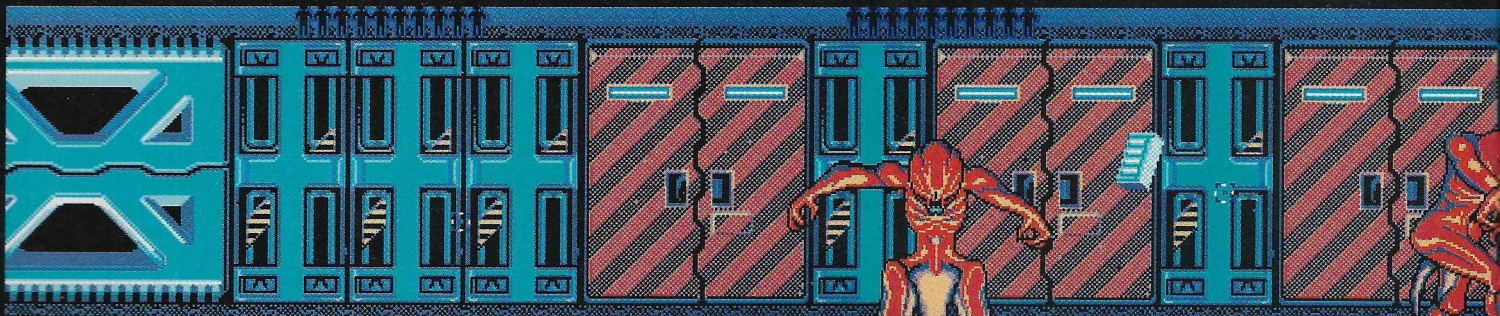
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MINDSCAPE







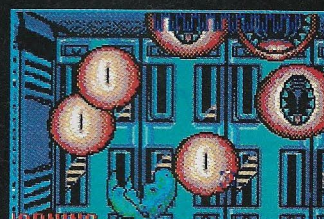
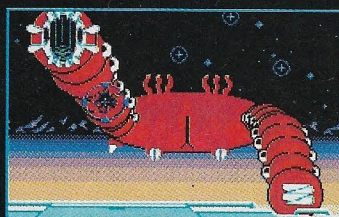
**Having already taken the arcades by storm, *Space Gun* blasts onto your computer screens, courtesy of Ocean. Set in space, this is an Operation Wolf clone. Read on for the low-down...**

# SPACE GUN

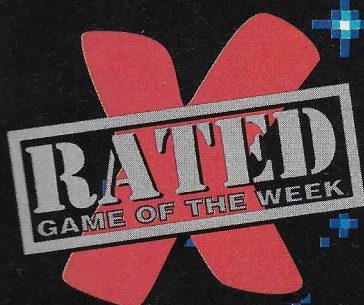


If the aliens get too close they have a tendency to let their claws drag remorselessly across your flesh, reducing your energy in the process!

This end-of-level boss is a particularly nasty piece of work. Shoot the two extending, wobbly arms first



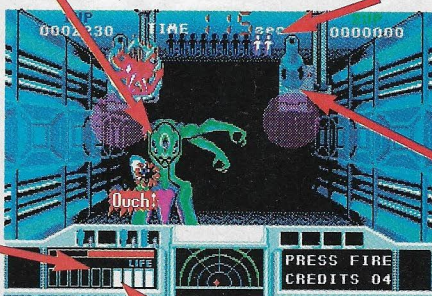
The face suckers are a right pain in the rear end, bouncing around the screen and trying to inflict a serious wound on your good self



## NO SIGN OF LETTING UP

Here is where you see how much ammunition you have remaining; the red bar indicates how the recharge factor is on the gun

The aliens all look fairly similar, with viciousness being a pervading characteristic

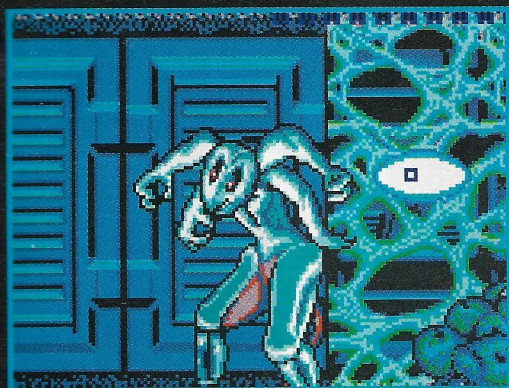


Your energy is shown by a number of bars; when all of these are black you are dead and a credit must be used

This shows you how many hostages you have saved and killed. The red cross shows a kill

These guns inflict a bit of damage on you but not as much harm as you could do to them!





The aliens have created this strange structure for you to battle through. You enter here by falling down through an invisible hole in the floor



The first aliens you are likely to encounter are every bit as vicious as the later ones. They multiply as you progress

**W**alking into an arcade and discovering a cabinet with two plastic guns as accessories attached to the front is nothing new nowadays. The one which has most recently come to the fore is Space Gun.

The game immediately throws you into an alien infested space craft with a friend, armed only with a special gun for defense. After only a few seconds of combat the action blazes away at full pace and shows no sign of letting up.

### PUMP ACTION PLEASURE

What sets this game apart from all others in this field lies in the pump action facility. This allows you to select one of four special grenade-type weapons, achieved on the computer version by simply pressing a key or the right mouse button.

The four weapons are: flames, which engulf the ugly ones in a ball of fire, thus inciting instantaneous death; a bomb, which explodes when it hits the enemy; blades, useful for cutting opponents in two, and a freeze gun which transforms the creatures into blocks of ice.

These weapons are collected by shooting little green lights in the walls, and then blasting whatever emerges. You should only use them when you really need to.

You spend the game constantly moving horizontally or deeper into the screen, all surroundings being viewed from your eyes.

Pressing the space bar at any given time will temporarily reverse the scroll, thereby allowing you to grab a weapon or shoot a troublesome alien.



Level three takes you down onto a planet surface where your mission is to discover why a station has stopped communicating

The aliens come in all shapes and sizes, ranging from small face huggers to larger than life bloodsuckers. Each moves at an incredibly fast pace and needs to be hit a number of times with the normal bullet before dying.

### DIE ALIEN SCUM!

The gun you are carrying is not perfect; it is possible to hold down the fire button to produce a rapid fire effect but only for a limited time.

Take good notice of the recharge rate because should it reach the lowest

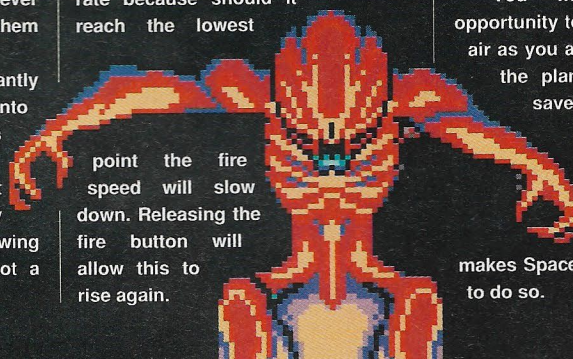
During the torrid battle be wary of what you shoot for occasionally a human hostage will make a run for freedom.

By holding fire you'll be able to save them from their predicament but always be on your guard since it is possible for them to transform into an ugly alien before actually reaching you.

In all there are seven levels to battle through, taking you through the whole space craft while wiping out the alien race.

You will also have an opportunity to fight out in the open air as you are lowered down onto the planet in an attempt to save a station from attack.

There is also an option to play the game making use of a light phaser which, incidentally, makes Space Gun the first big title to do so.



## FACT FILE

Software House: Ocean  
Development Team: Images  
Programmer: Henry Clark  
Graphic Artist: Keith Ross  
Music: Sonic Projects



When compared to Images' other attempt at this style of game, *Beast Busters*, *Space Gun* wins hands down, replacing the jerkiness with quick and smooth action.

Games in this style are always easy to play and become engrossed in, but in the past most of them have been very simple to complete. *Space Gun* comes up trumps here as well in that it is very difficult to advance through.

Graphically it doesn't deviate from the arcade version. The large aliens are all very well animated and fast moving on screen. The scrolling too is smooth with parallax on the horizontal sections.

The sound is sadly a choice between either music or tune but both are good with the FX coming out as the more preferable. The various blasting effects nearly drown out all other spot effects and can soon become boring.

This is perhaps the best game in the style to appear on the Amiga; the action is fast and furious right from the word go and the difficulty level has been set just right.

If you want a decent, no-holds barred, shoot'em-up in which violence is the name of the game then this is definitely the one for you!

**£25.99 OUT FEBRUARY**



Out of the two 16-bit versions the *ST* is perhaps the best to watch; scrolling is marginally smoother and the 'into the screen' sections move slightly faster.

Enemy graphics are identical to the *A500* counterpart and the sound is, as usual, of a slightly lower quality, although on this version both music and FX can be played simultaneously.

This means that the *ST* version is better because of the processor, making for increased speed.

**£25.99 OUT FEBRUARY**



The 8-bit versions are also very good. The *Spectrum* uses monochrome on the main game screen with a colourful control panel and the *C64* and *Amstrad* versions both sport good graphics.

The 8-bit versions are also very good. The *Spectrum* uses monochrome on the main game screen with a colourful control panel and the *C64* and *Amstrad* versions both sport good graphics.

**£11.99 £16.99 OUT FEB**

**X-RATING: XXXX**

Gameplay: 16/20  
Lastability: 16/20  
Presentation: 17/20



# GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

**X-RATING: XXXX**

The higher the rating the better the game

**ROB:** Cool as a cucumber Rob struts his stuff on the way to work each morning in the latest fashions. How the women passing in the cars can resist this stud is beyond me. Maybe it's the stylish umbrella?



**JON:** A true Pompey fan, Jon's very pleased at Southampton's record this season. The strong silent type, our Jon is wired for sound these days. It's a pity no one has told him about the volume control as we're all saving for ear plugs.

**JANE:** Otherwise known as Little Miss Naughty, Janey Jones' probably the hippest artist we've had. She's dedicated, dynamic and dynamite when it comes to making Games-X look the biz. What's more, she's still given up smoking!



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

**PC**  
IBM PC

**\$25.99 OUT FEBRUARY**

Which formats are available, followed by a comparative evaluation, the price and the release date.

# SPECIAL FOR

**S**oldiers must have a great life. Free holidays to foreign countries, getting paid for killing people and a free bed each night.

However, there is one drawback to all this and that is the incredible danger involved. We're not talking paintballing here, this is the real thing.

You start off the game with an inexperienced squad of eight hopefuls, ahead of you lie 16 missions of sheer hell for you to battle through.

The first thing you have to do is give the squad a name. There are four skill levels to choose from and beginners are better off starting on the conscript level, since the enemies will be a lot less accurate with their shots.

This means that you can virtually stroll through the middle of them and pass by unscathed.

## DO YOU TAKE UZI?

For each mission you can only take four of the squad into the mission area. They are each given a name: Shark, Cobra, Tiger and Eagle.

These are accessed during the mission by pressing the corresponding function key.

Just to make the game appeal to more people there are two control methods to use which are toggled between using F10. One has you rotating on the spot while the other has you constantly walking.



**Microprose**  
is currently  
on a roll

releasing such high calibre products as *Grand Prix*, *Golf* and *Gunship 2000*. Its latest is an arcade strategy game where you have to perform *Dirty Dozen*-style missions behind enemy lines...



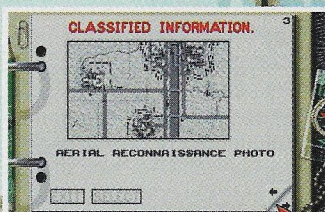
To decide what the men are going to be armed with during their forthcoming mission you enter the armament's screen.

There are two types of automatic weapons, as well as grenades and handguns to choose from. There are also specialist weapons which are only used in specific missions.

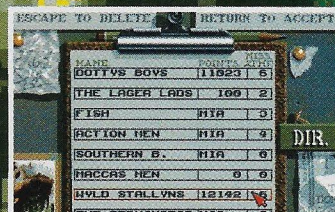
When the operation begins the game switches to a mild arcade game. Here you control one member of the team using the joystick, while he strives for success in his chosen profession.



Some of the missions take place in the dead of night, here your men are all equipped with the best possible night vision, making everything appear green around you



Here is a photo of the area your chosen mission will take place in. It gives you some idea of how the land lies and you can plan your route here before you leave



Designing your own squad is easy and this is how many you can have saved onto the disk, good eh? Each has eight men for you to choose from but you'll probably get a few killed



# FORCES

Armed with whatever weapons you saw fit to give him, he strolls off into the trees, intent on causing havoc.

When the assignment is complete you'll have to return to the drop off point and call back the helicopter to collect your team.

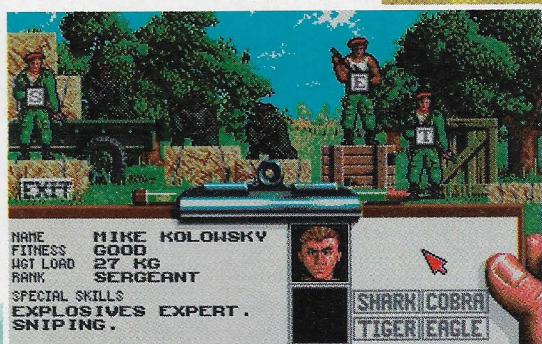
If any of your men have become Missing In Action the mission is not you complete and you'll have to return to rescue them.

## A DECORATIVE CHEST

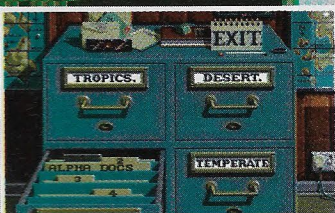
It then comes time for you to reward your men for a job well done. You can give them medals for bravery and promote them in the ranks.

The higher rank the men are the more equipment they can carry during the missions.

Special Forces is basically similar to Airborne Ranger, also from Microprose, but viewed from above instead. If you've played that game then you'll know the style of this one.



Here we see my handy bunch of chaps, sadly two have been captured behind enemy lines and one has died, but this doesn't stop this group of plucky lads from continuing



You select your mission from these handy filing cabinets, each contains four missions for your gaming pleasure and the top left drawer contains the easiest in the game



## FACT FILE

Software House: Microprose  
Development Team: Sleepless Knights



What a fine product *Special Forces* is. Microprose has once again produced an addictive, fun and challenging game for you to experience.

The delicate blend of strategy and arcade works out a treat and therefore makes the game appealing to just about everyone who plays it.

Graphically the only fault is the ever so slightly jerky scrolling but when you're engrossed in the current mission this most certainly isn't noticeable.

Everything has been drawn with care and attention to detail and all the terrains are very well represented.

Between the various missions everything is still presented perfectly. The paper on which the various maps and documents are printed isn't just plain white, it is textured and creased making it all the more realistic.

The sound may be restricted to plain gun shots but great sound isn't all that important in this type of game. What noise there is more than fits into the action.

With four skill levels to choose from you can be playing this solidly for the next few months. Even on the first level the later missions suddenly seem impossible as enemy soldiers swarm around you.

Perhaps the biggest let-down is the very steep price tag, £35 quid is a lot to pay for any type of game but with a game of this quality you'll still get your value out of it.

**£34.99 OUT FEBRUARY**



The Amiga version is identical in every way to it's ST counterpart, even the price! The only major differences are the smoother scrolling and the slightly more realistic sound effects.

Fans of Airborne Ranger will no doubt enjoy this as it is a much improved version of that game.

**£34.99 OUT FEBRUARY**



The PC uses both VGA graphics and supports the sound cards making for a high quality presentation.

The controls and scrolling are identical to the 16-bit versions and you'll find yourself addicted in no time.

**£TBA OUT FEBRUARY**

**X-RATING: XXXXX**

**Gameplay: 16/20**  
**Lastability: 17/20**  
**Presentation: 17/20**



The cover art for 'Elvira The Arcade Game' features Elvira on the left, wearing a black, low-cut, high-slit dress with a dagger tucked into her belt. She stands in a grassy field with purple crystals. In the background, a large, ornate castle with multiple spires sits on a hill, with a bridge leading to it. The scene is framed by gnarled tree branches at the top. The title 'Elvira' is in large, red, stylized letters, with 'The ARCADE GAME' in smaller red letters below it.

# Elvira<sup>®</sup>

## The ARCADE GAME

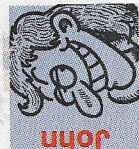
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# FANTASTIC VOYAGE

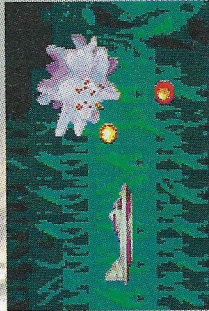


**Since the film and ensuing book of Fantastic Voyage emerged in 1966, ideas have been pinched and borrowed by many sci-fi writers and film makers. The movie was a ground breaking achievement... will the game follow suit?**

**V**ery often these days film licenses are launched months before the movie actually appears on the big screen, but 26 years is quite a long time to wait for the game of the film.

American developer Centaur software has obviously taken things at a more leisurely pace!

The basic story behind the game



**You will need an extra special formidable white blood cell. This double blob plasma cannon will eliminate them in an instant**

follows the film very closely. Famed Eastern Bloc scientist Jan Benes has been attacked by the 'KGB' for detecting to the West.

As a result he now has a rather unpleasant blood clot at the base of his grey matter and it is your job to enter into his blood stream in the miniaturized experimental submarine known as The Proteus.

## GOOEY YUCKY SCROLLY BITS

Your mission is to make your way through his blood system to the offending clot and then make mincemeat of it by using a high technology laser weapon.

The laser cannot be placed into Benes body all in one piece, and as a result it has been divided into sections and injected separately.

It is up to you to collect the



**Looking at the map of the boffin's body you are shown where you are going to be injected into his system**



**Approaching the main artery you will be set upon by a plethora of what can only be described as 'big blobby things'**



**The cancer blobs move in for the kill. You're going to need the photon torpedoes for this cap'n**



**If I've got one of these things wobbling around in one of my major blood vessels I'm going to get decidedly worried. More than a tad vicious, they take some serious pounding!**

## BIG BLOBBY NASTY THINGS



**This is what you're chasing after - a section of the laser. There are six in all to be collected before you head towards the brain**

system that the human form can lash out at you.

White blood cells, antibodies, tapeworms, parasitic life-forms, blood bubbles, cancer cells - just about every conceivable form of nasty is present!

The game takes on the form of an eight-way parallax scrolling adventure shoot-em-up and, as such, conjures up memories of that ageing Psynopsis classic, Blood Money.

It is down to you to guide the Proteus through the major arteries and blast your path clear of the numerous bodily defences.

Along your travels, in true modern style, you can pick up various bolt-on thingummybobbies which will top up your fuel, oxygen or weapons systems.

"How would you get power-ups in a human body?" I hear you ask. "I haven't got any!"

Well, thanks to the wonders of science, various miniaturized weapons have been injected into Professor Benes ready for you to pick up at different stages throughout. Very cunning indeed!

To look at, this is a very impressive game. The graphics are all very... erm... internal looking, and there are also loads of suitably yucky looking pulsating, wobbly, throbbing, wibbly, slimy bits that all appear rather convincing.

Apparently everything has been based on actual bodily bits and no doubt the programmers slaved for many long hours over numerous medical text books!

## FACT FILE

**Software House:** DMI  
**Development Team:** Centaur Software  
**Programmer:** Marc Hawlitzek  
**Graphics:** Fleckenstein Art Studios  
**Sound:** Christian Fleckenstein Laursen, Bjorn A Lynne



Graphically this is a really snazzy product which just goes to prove that the American developers still have a bit of the old sparkle when it comes to producing quality titles for the Amiga.

Along with some lovely parallax scrolling effects, you'll find several very unusual 'swelling' and 'pulsating' bits which add to the atmosphere of the game enormously.

On top of this you'll find some gorgeous sprites which slide around the screen with the greatest of grace!

Gameplay is where it counts and, to be brutally frank, this really is a complete pain to get into. It took a good hour to manoeuvre through the first few little bits but, once you've got the hang of all the little idiosyncrasies, it ain't 'alf bad.

In my opinion this could be classed as a 'thinking man's' blast. Some of the waves of antibodies do not require any agitation for you to pass them, thus you have to be reasonably selective with what you actually have a go at.

Small, accurate manipulation of the ship is called for, interspersed with the odd moment of frenzied massacre.

After initially being rather unimpressed with the game I learned that with perseverance this can become quite enjoyable and playable. If you want something on the tough side, you could do worse than checking this out!

**£25.99 OUT NOW**

**X-RATING: XXXXX**

**Gameplay: 15/20**  
**Lastability: 15/20**  
**Presentation: 17/20**



# FACT FILE

Software House: Accolade  
Development Team: Horrorsoft, UK



The PC version is where Elvira II is at. Gruesome, almost X-rated graphics litter the screen at frequent intervals. Fast access from the hard disk offers smooth animated sequences full of gore and, needless to say when Elvira's concerned, boobs.

Sounds are excellent and you actually look forward to the next sample with glee, toilet flushes(!) and screeches of pain, for example. Music is atmospheric but hardly spectacular.

Gameplay is totally involving and the choice of settings to rescue Elvira does suit whatever mood you're in.

The range covers hack 'n' slash thrills, fairly complex adventure gaming, or something inbetween.

The only major quibble is the gameplay interface which gets a trifle irritating as you progress further. Zipping through the screen with a mouse isn't as easy as it should be.

However, it is one heck of an enjoyable game which doesn't take itself too seriously. Both fun and shocking, action-packed and mentally stimulating, it is certainly a worthwhile addition to any lover of Elvira.

**£39.99 OUT NOW**



The Amiga does itself proud with this conversion despite frequent disk changes and the lack of speed.

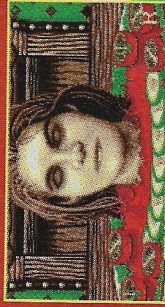
Graphics are impressive and it does well enough to hold your interest by grabbing you by the neck.

**£34.99 OUT FEBRUARY**

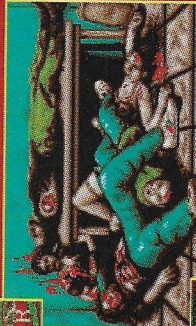
**X-RATING: XXXXX**

**Gameplay: 16/20  
Lastability: 18/20  
Presentation: 17/20**

## Shock Value!



If you fainted at that, imagine waking up at this party. All decapitated bodies and limbs askew. Oh the glory of technicolour gore!



Or take it easy on a bed and have a visitation by a gorgeous woman. Don't mention the halitosis though, she goes bonkers, turns extremely ugly, and rips your throat out



How's this for a Sunday joint. A nice medium rare head, boiled to perfection. Yes, I do believe fainting is in order

# ELVIRA II: THE

# JAWS

# OF

# CERBERUS



**See the headlines.**

**Buxom**

**woman held captive**

**by three-headed**

**dog. A shaggy dog**

**story? Heck no!**

**Elvira, famous lady**

**of the night, has**

**been kidnapped**

**and is all set to be**

**sacrificed at**

**midnight. Dare you**

**save her?**

**E**lvira II: The Jaws of Cerberus is the long awaited sequel to Elvira: Mistress of the Dark. The original was an appealing blend of a role-playing adventure with tough problems, and fun time hack 'n' slash. Elvira II doesn't disappoint.

This time around you've got to rescue her from the clutches of a Cerberus, a 60 foot tall three-headed dog-like demon holding her deep within a huge film studio.

You begin by choosing your profession before being left gawping at the studio gates, thrown into deciding your next course of action.

The studio is actually split into three distinct film sets, each with its own problems and style of gameplay.

The most cerebral is the creaky Victorian house set with both weird and wonderful rooms and freaks.

For hardened hack 'n' slashers, there are the catacombs, tricky little mazes full of nasties to challenge even the most aggressive of players.

The graveyard is also a dream for those who like gore, but it does lead straight to a church where the game splits to problems and pulping horrible things.

## SADIST'S DELIGHT

Fighting occurs in a real-time combat situation or via magical spells. Normal fighting is of your everyday type, whereas magic requires experience and spell ingredients, found on your travels throughout the three sets.

It's not all scrapping though. You'll soon come across other characters who you can communicate with on

either a humorous or quasi-serious level. They will give you general tips to make the game clearer.

Mouse controlled, it is easy to follow although the screen does seem to be cluttered at times.

Health and general abilities are shown in the form of hit points, power points and experience points.

There is also a body icon pinpointing the health of

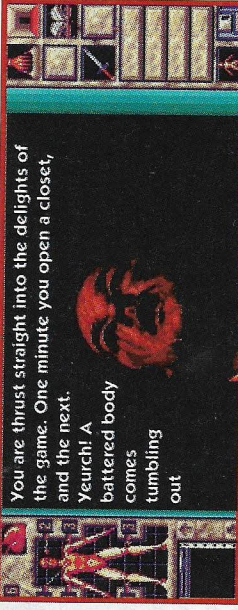
certain parts of the anatomy. This shows how much more that area can take, a nice realistic touch.

If, say, one arm was being pounded all the time you wouldn't be able to use it.

The buxom wench appears majestically throughout to slam you down or even offer help if you're stood around pondering.

The computer certainly makes sure you don't forget her in that it almost seizes up while she's on screen. Not a lady to dismiss!

Dealing with an Indian janitor is fruitful, until you start taking the mickey, in which case he sulks

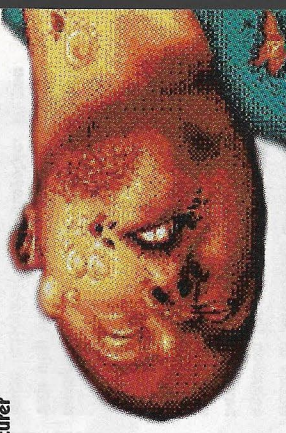


You are thrust straight into the delights of the game. One minute you open a closet, and the next, Yeurch! A battered body comes tumbling out

Here she is, bless her. Offering words of wisdom to the hapless adventurer



You'll need both brain and brawn to survive and I can't believe you have enough of either.





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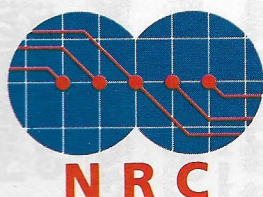
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# FACT FILE

Software House: Electronic Zoo  
Programmer: Kevin Clements  
Graphic Artist: Alex Scott  
Music: Paul Robotham



Where to begin then? Well, well, well! The graphics are a bit poor aren't they? They manage to conjure up a sort of 'mid-eighties' feel that defies the modern trend in producing a naff game that has great graphics, such as *T2* from Ocean.

Electronic Zoo gives you a naff game with naff graphics - wah-hey - now there's progress for you!

It really should be quite a good little game and I think that the biggest problem is that it doesn't get challenging enough, quick enough. The first 50 or so levels are just tedious and boring.

I even tried a multi-player game like the manual said... and all three of us decided that it was dull.

There's nothing worse than a puzzle game that doesn't tax so much as a single brain cell and I'm afraid that *Daylight Robbery* is something along these lines.

I'm sure that if more thought had been put into the earlier levels of the game then this would be considerably more interesting.

**£25.99 OUT FEBRUARY**



In terms of presentation the ST version is very similar to the Amiga counterpart and on the whole would appear to have been developed concurrently. Gameplay is no different (unfortunately) so the ST version is just as bad.

**£25.99 OUT FEBRUARY**

**X-RATING: XX**

**Gameplay: 8/20**  
**Lastability: 8/20**  
**Presentation: 12/20**



Our three intrepid heroes languish in jail just waiting to bust out with their large barrel of dynamite

## DAYLIGHT ROBBERY

Unfortunately, in the great escape, *Glipher* the gopher was savagely pulverised by the exploding canister of TNT that was used to obliterate the prison walls.

However, the three intrepid anti-heroes decide to plod on with their quest as they attempt to foil every conceivable high security system in the world...

*Daylight Robbery* is a game for up to three players spanning across a series of 130 single screen levels. Each stage is intended to be a brain-wrenching puzzle which must be solved in an allotted time limit.

### A TOPSY-TURVY WORLD

To make things worse, a plethora of gruesome bad guys are traipsing around each level with the intention of upholding the law and mangling the robbers into a sticky pulp.

The basic aim of the game is simply to jump around the screen picking up the numerable gems which can be found lying around.



John  
A daring jailbreak is planned by the luckless team of Dennis Dog, Kitty Cat, Glipher Gopher and Morris Mole.

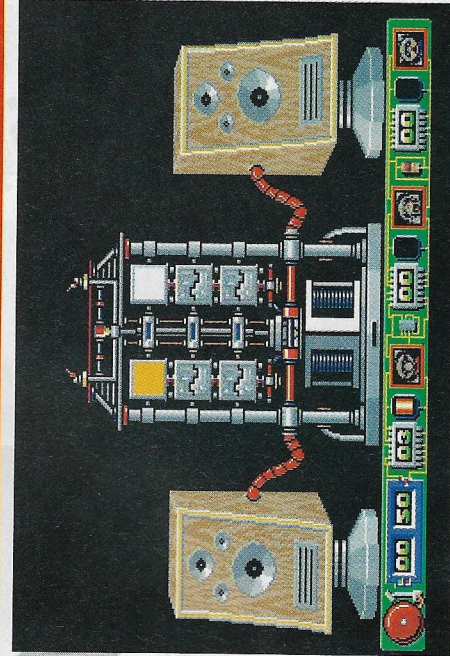
They are determined to live a life of crime and have in mind a series of cunning jewel robberies...



This dastardly hoarde is the collection of meanies that our heroes are up against including the ex-gopher Glipher



Our gruesome ugly heroes in all their glory. Check out the nose on that one?



This unusual contraption informs you of the order in which you must collect the gems. Looks a bit like my radiogram

When 'out of sequence' the gems are impassable and thus create a hindrance to the player.

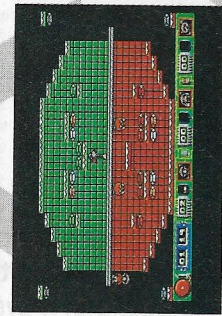
Now, in theory this entire concept is not at all bad. It all seems suitably clever and silly to ensure that a good time is had by all.

Unfortunately though, the game takes a very long time to become interesting and the overall effect created is something that is just tedious and dull.

There is little enjoyment to be found in steering a hideously ugly representation of a mole around a screen pretending to be a bank robber in a poor rip-off of *Pac Man*.

The puzzle element of the game just isn't prevalent enough to constitute this being classified as a 'puzzle game'. The game's accompanying blurb insists that this is designed as a 'multi-player game' best enjoyed when three players battle it out together.

This is obviously a feeble attempt at hiding the fact that when played solo it's as dull as ditch-water.



Further (very much) into the game, the levels become a weeny bit more interesting to the point where they won't actually make you keel over through boredom!





Wayne Gretzky is not, as his name might suggest, a leader of the new Russian government but he is in fact an internationally famous ice hockey star who plays for the LA Kings. Now he has teamed up with Bethesda Softworks to bring you the sequel to the original award winning game.

# WAYNE GRETZKY HOCKEY 2

Apparently known as the 'Great One', Wayne Gretzky is nine times winner of the most valuable player award in the NHL, and being such a hero is, therefore, an obvious choice to endorse such a product.

For those unfortunate few who have not seen a game being played, it is a battle between two teams of six men geared up with pads to protect them from the puck, which often speeds across the ice at over 100mph!

Wayne Gretzky 2 includes all of the features that made the first game so superb, but adds to the excitement by including refined computer opponents, team

editors, instant replays plus many more aspects that improve the game.

Upon booting up, you have the option to just control a single player, play and coach, coach only or sit back and watch the master himself handle both the play and coaching - riveting stuff, eh?

The four team 'quality' levels determine the performance of your players, ranging from high school teams to obviously the most experienced, the professionals.

Control over the players is by either joystick, keyboard or mouse. Simple movements of the stick direct your individual character, although the mouse moves a cursor which

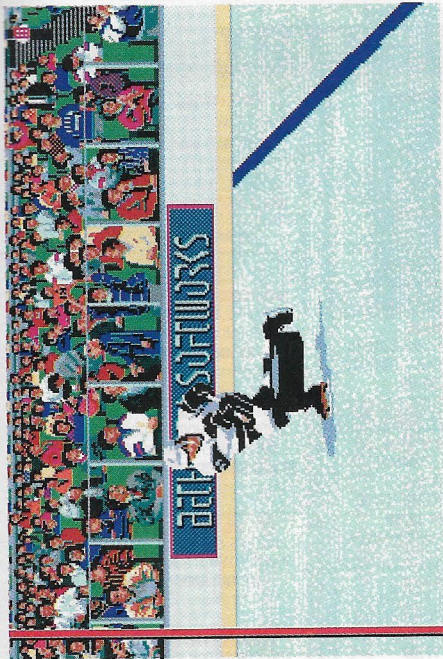
the player will follow. As most would know, a game of ice hockey wouldn't be the same without the brief fights that the teams often start, and thankfully Bethesda has included these in WGH 2.

## THE UMPIRE STRIKES BACK

You will be heavily penalised for starting a brawl, and also reprimanded for the seemingly endless list of penalties that apply to the game.

The game is viewed from above, with the player under your control indicated with a brightly coloured helmet. WGH 2 can be played by either one or two players, either head to head or as team-mates.

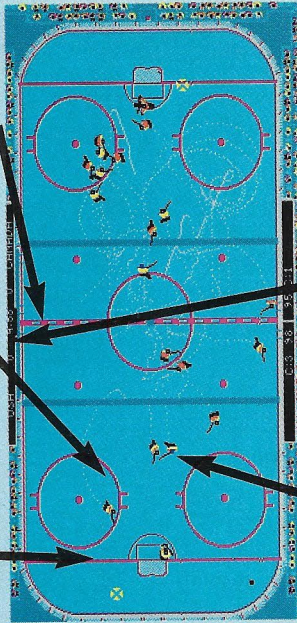
The game allows you to use different line set-ups if you choose to coach your team, and there is also a save facility to allow you to keep a favourite line-up on floppy.



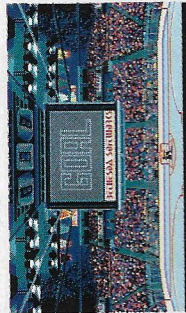
You direct the active player by moving the cursor around the screen. However, when the puck is in your possession, just move the square over the goal and hit the button to slapshot the disc at the unfortunate goalie.

## SLAPSHOT THAT PUCK, GRETZKY!

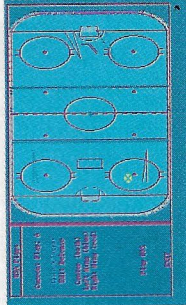
The face off areas are brought into play if an offence is committed and a penalty given in reference to the rule concerning icing.



The team member under the control of the player is indicated by a different coloured helmet. Information such as the score and the time remaining in the third is detailed on the status bar at the top.



Goal is splashed across the screen as one of your team snakes around the opposition and plants the puck in the back of the opponent's net.



The line-up editor allows you to change the various set-ups of your team, and the plays can also be changed by a similar system.

## FACT FILE

**Software House:** Bethesda Softworks  
**Programmers:** Craig Walton and Julian Lefey  
**Graphic Artist:** Sheila McKisic  
**Music:** Julian Lefey and Don Lewis



Having experienced other Ice Hockey sims such as EA Hockey, Wayne Gretzky Hockey 2 is a pale comparison to the aforementioned classic.

Unfortunately EA Hockey is as yet only available on the Mega Drive, so Amiga owners, you'll have to put up with this particularly average hockey sim.

The intro, featuring Mr Gretzky himself, is quite impressive, but the in-game graphics, comprising of small sprites and a series of dull menus, are far from inspiring and are best described as minimalist.

The sound is poor, consisting of the hum of the crowd with the occasional roar when a goal is scored.

The action on ice is pretty naff and fails to portray the real life excitement of hockey, although the managerial side of the game is OK.

Overall, Wayne Gretzky 2 is best left to those of a more thoughtful and strategic disposition. Sports mad games players should stick to John Madden or wait for EA Hockey.

**£29.99 OUT NOW**



The IBM PC version is just as good as the Amiga counterpart, works on most graphics boards and accepts both AdLib and Soundblaster sound boards.

However, the game still fails to impress for the same reasons.

**£29.99 OUT NOW**

**X-RATING: XXX**

**Gameplay: 12/20**  
**Lastability: 9/20**  
**Presentation: 11/20**



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# TILT



**T**he basic idea behind Tilt is to get the ball from one side of the level to the other by sliding the squares around to make a path for it to follow.

However, this is far from easy to manage since the board doesn't just consist of normal squares. There are many traps and hazards as well as special tiles for you to avoid or use as you wish.

The sliding of the squares is controlled using the joystick, making the game very easy to play indeed.

## SLIDE-A-SQUARE

Around the playing area there are things such as dead ends and holes which hinder your progress across the board.

The most dangerous things that lie in your path are squares that flip over and make you lose the ball.

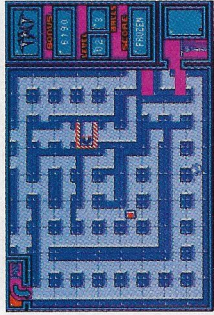
This ends one of your lives and starts the level off from scratch, ruining all your hard work.



**Remember those pocket puzzles that involved you sliding squares around on a board to make a picture? Take one of these, add a rolling ball and you end up with this new puzzler for your computer, Tilt.**



The screen editor is quick and simple to use. This allows for a seemingly infinite amount of levels to be played with you making them as easy or as difficult as possible



player game where you and a friend battle it out for the highest score, playing the game one after another. Arguments will be guaranteed between anyone who decides to play the game in this mode.

## TILT MANIA

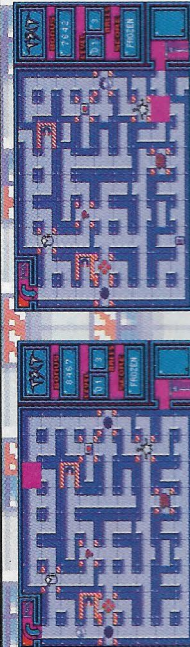
To give the game more lasting appeal there are a number of skill levels that gradually make the game harder the further you progress.

There is also an infinite number of levels for you to play, thanks to the inclusion of an editor option.

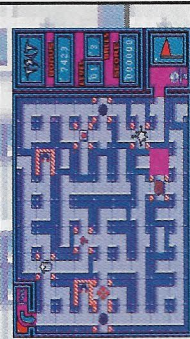
This allows you to make the game as easy or as hard as possible or, if you've got a friend playing the game with you, then you can be a real pain and add loads of traps for them to defeat.

**"KEEPING YOUR BALLS SAFE"**

The ball starts out on its journey and the first thing it comes across is a hole that will send it somewhere else on screen...



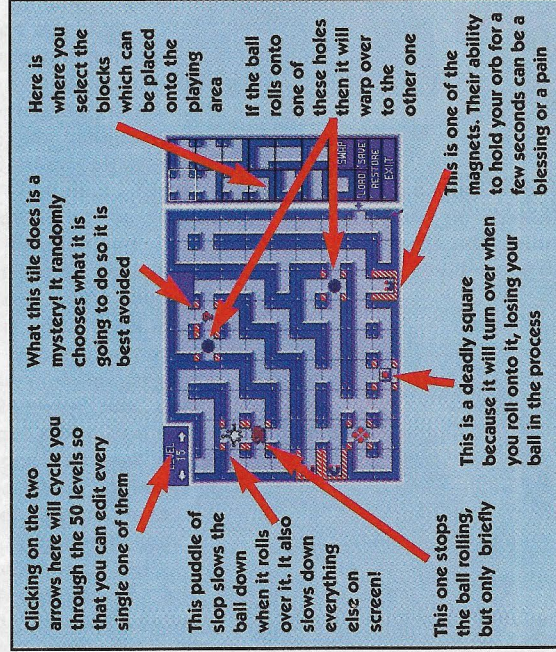
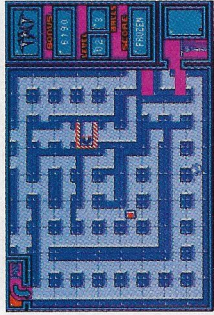
...which just happens to be here. Now all you have to concentrate on is simply making an easy route for it to follow into the exit



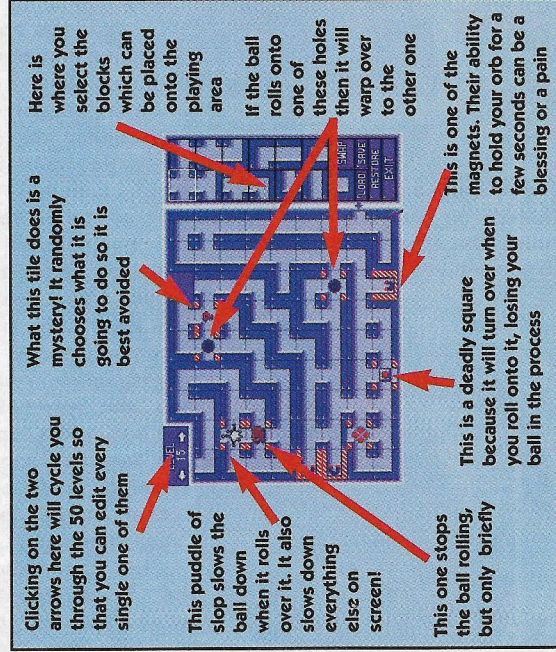
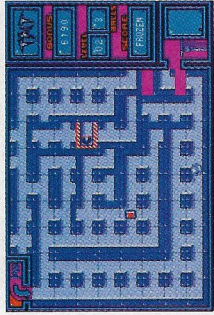
This you manage successfully. Well done! Only another 49 levels to go and that shouldn't be too hard. Or should it?



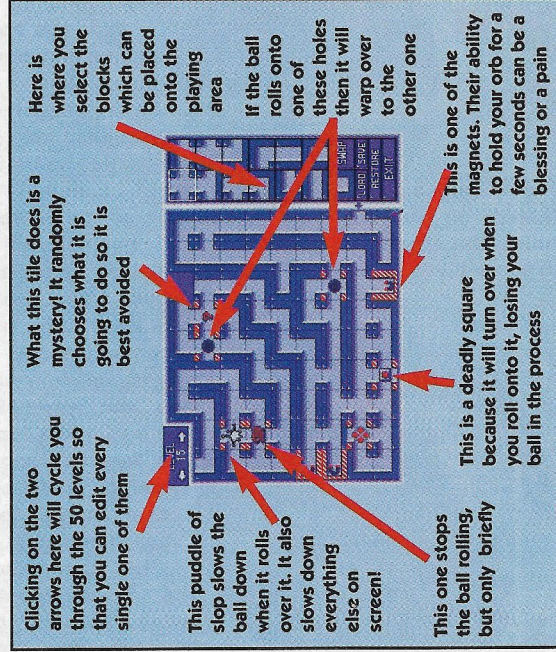
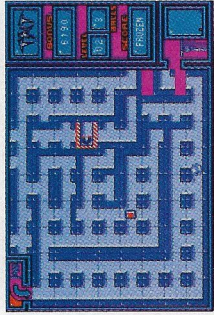
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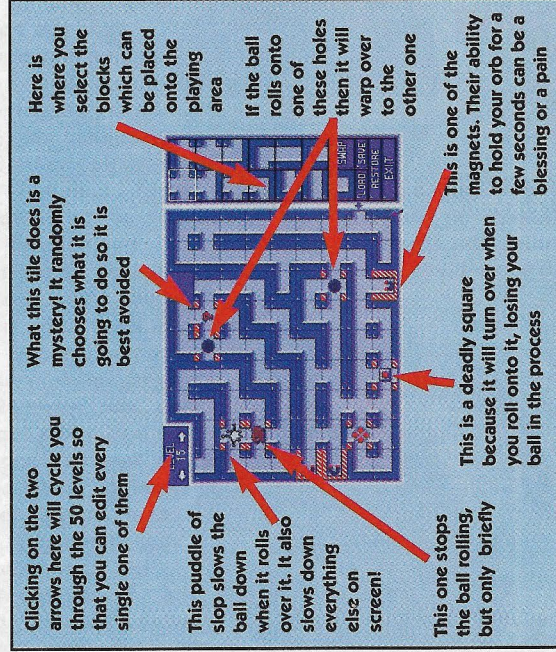
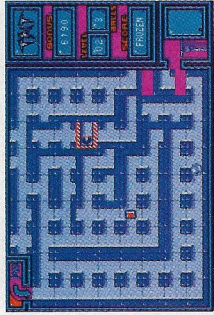
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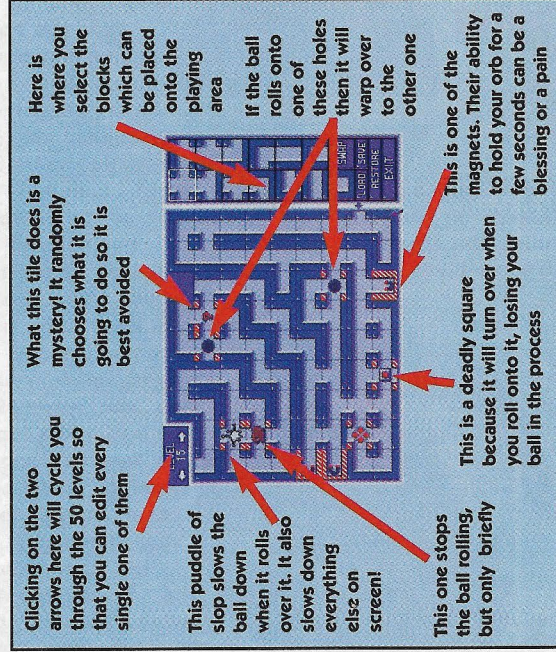
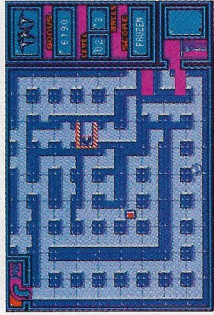
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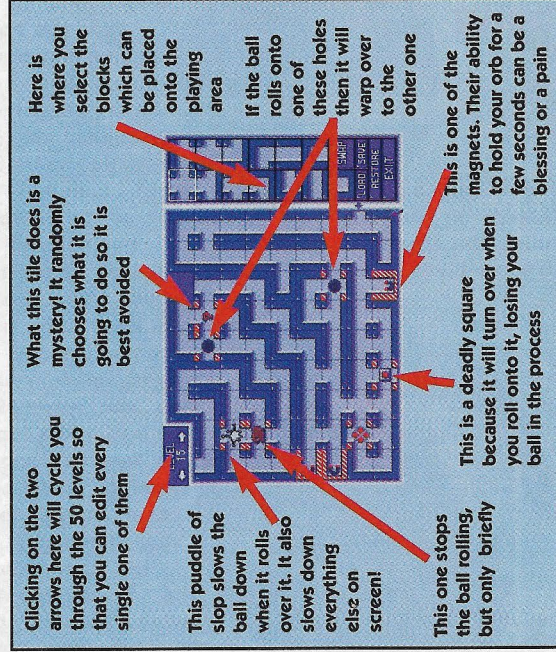
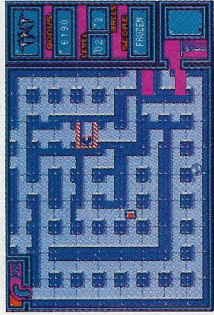
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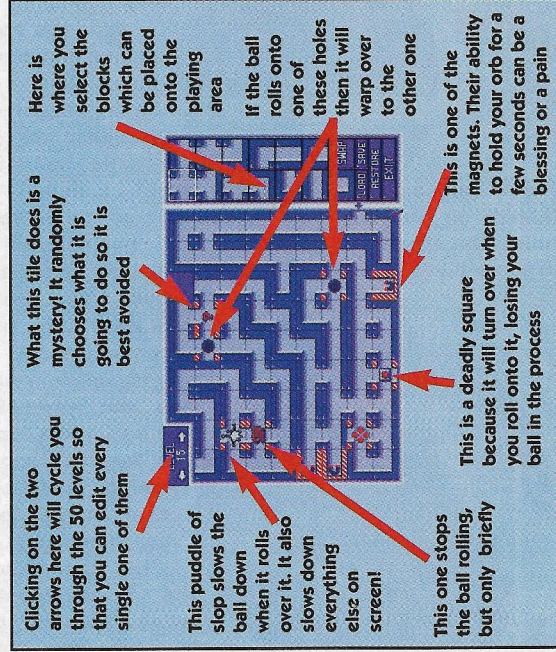
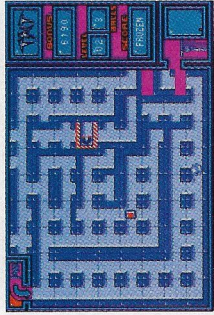
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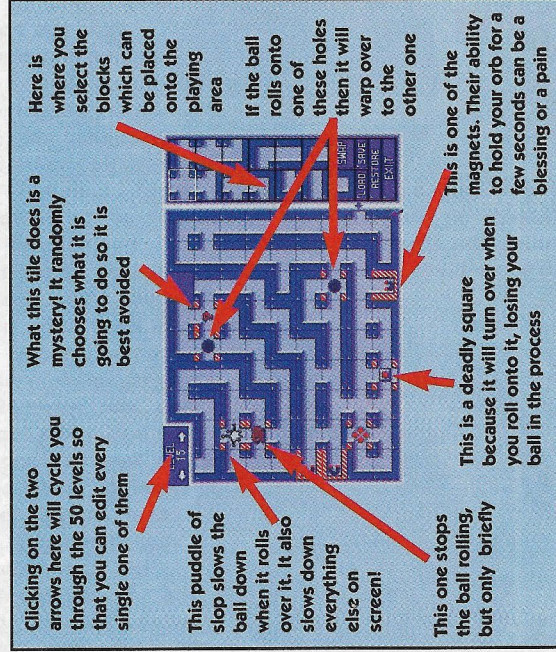
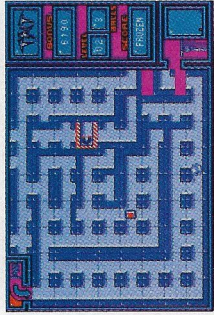
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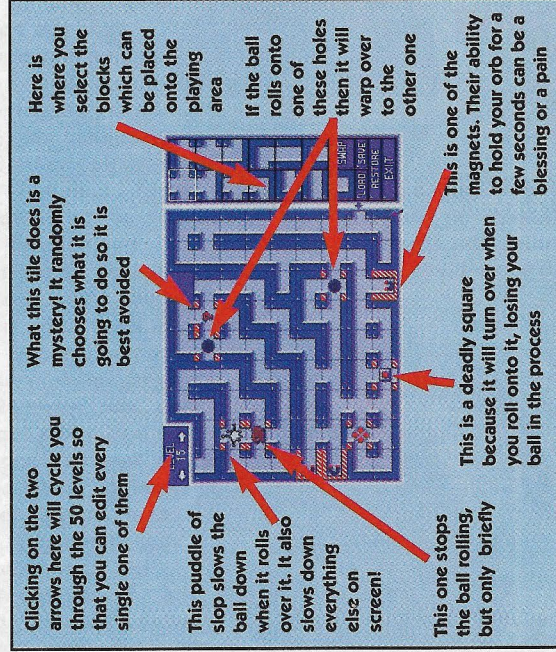
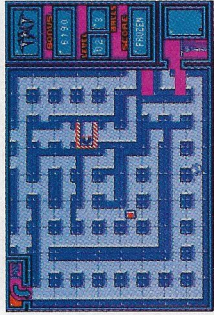
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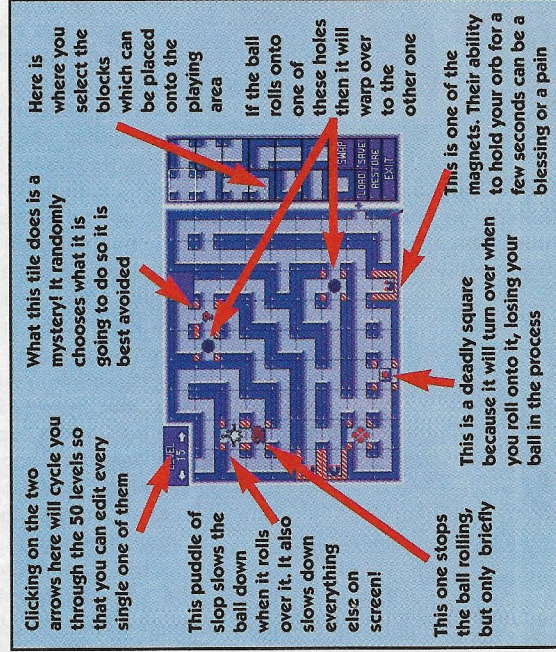
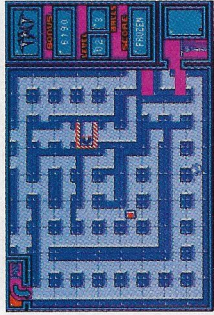
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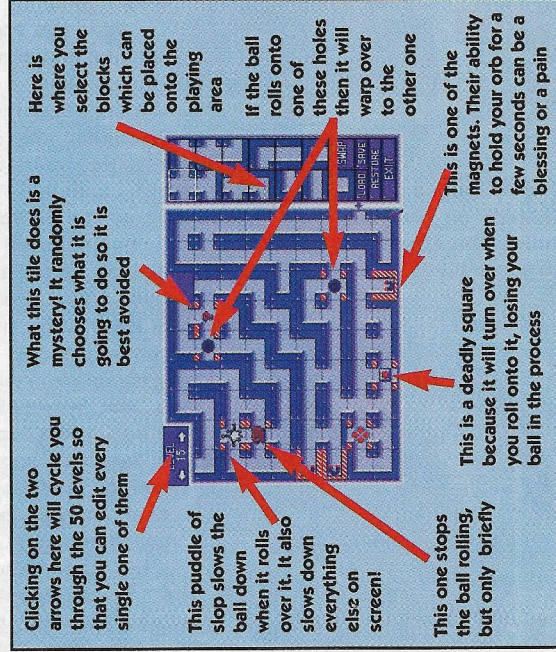
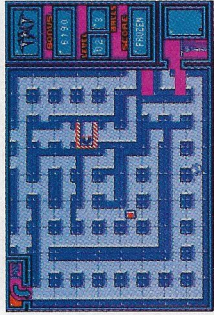
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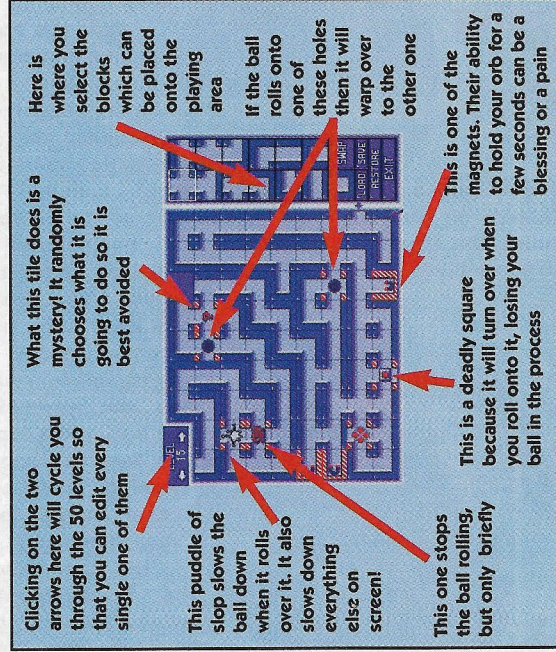
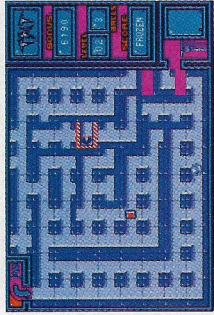
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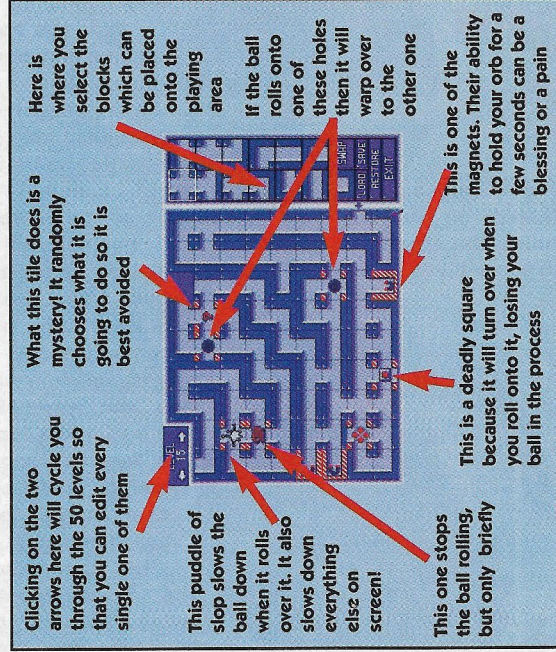
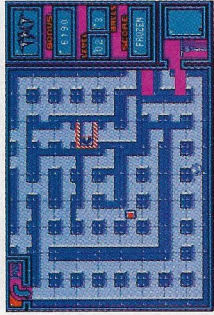
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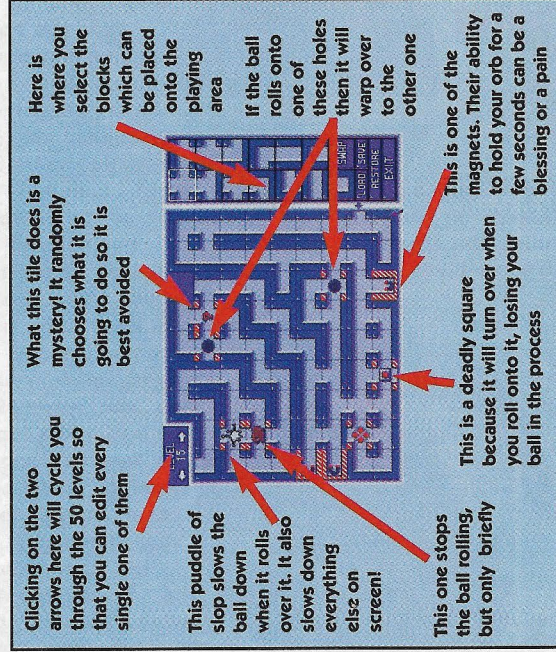
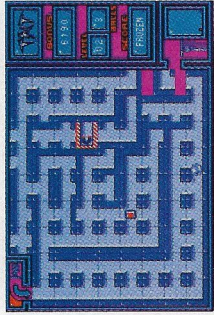
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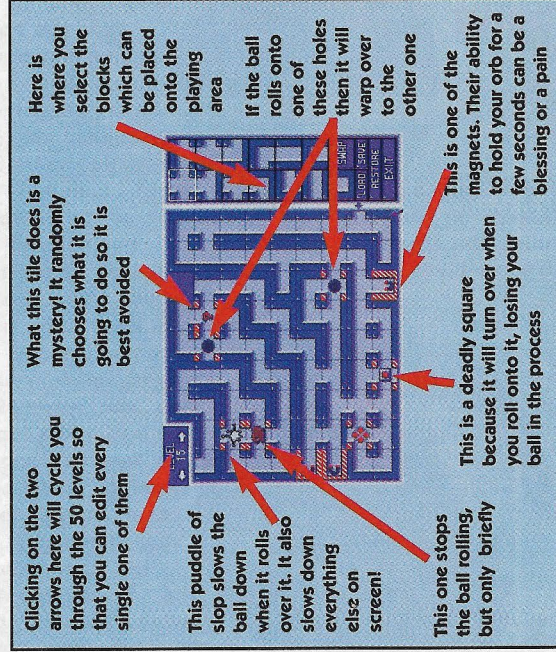
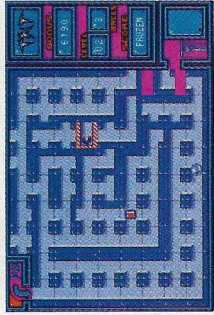
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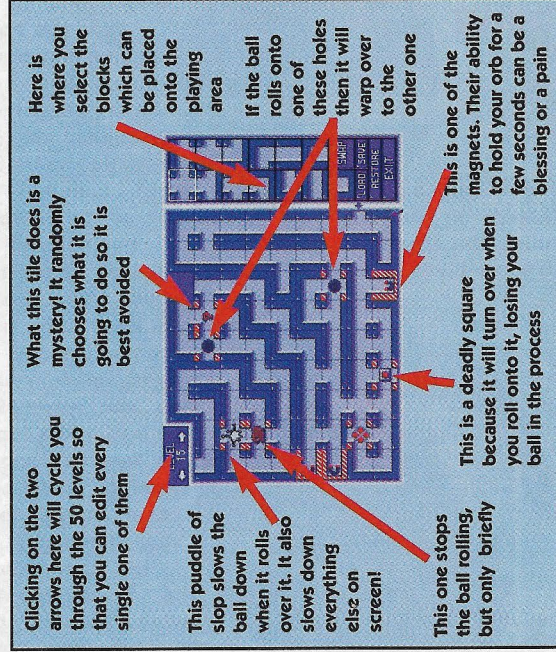
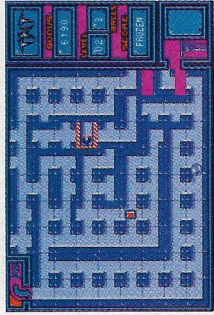
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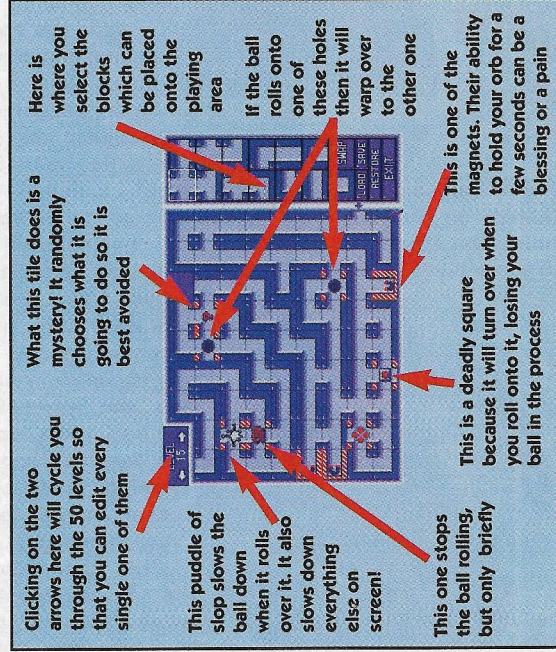
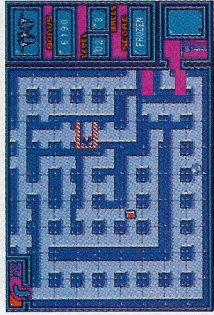
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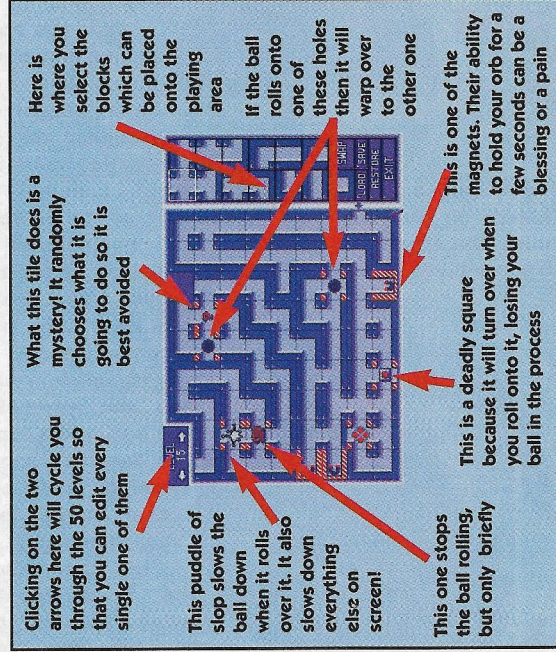
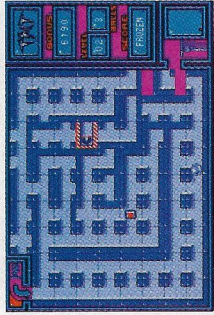
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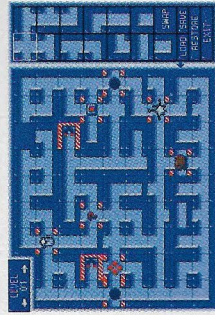
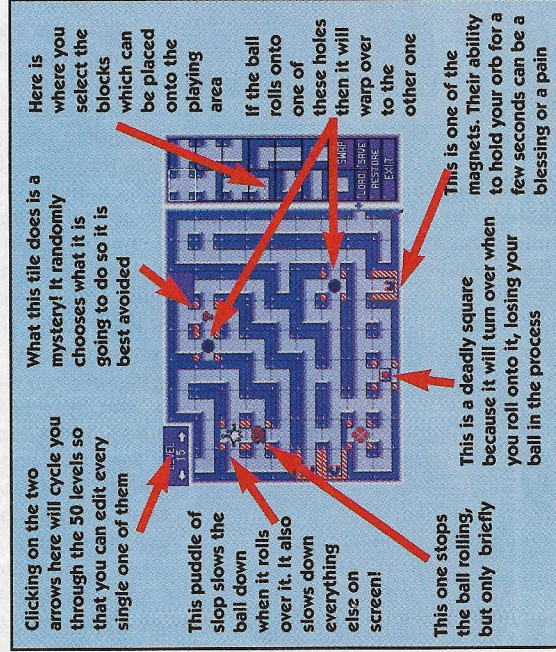
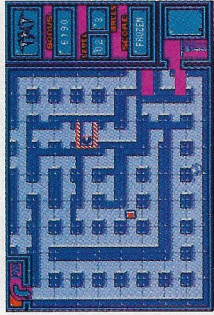
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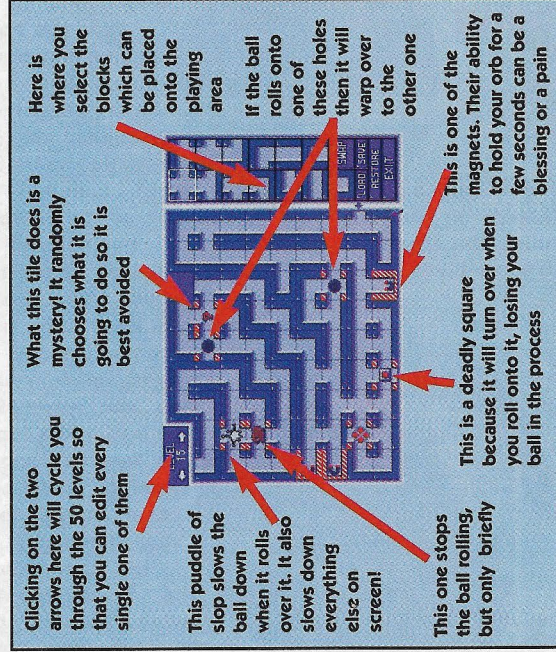
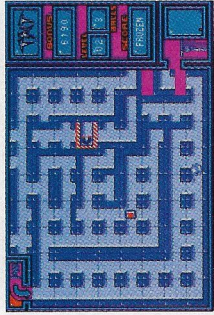
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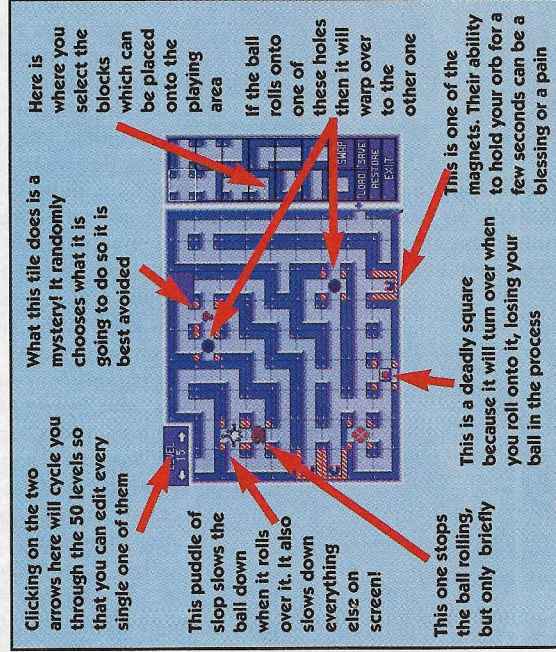
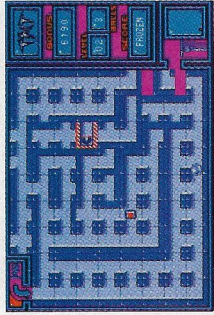
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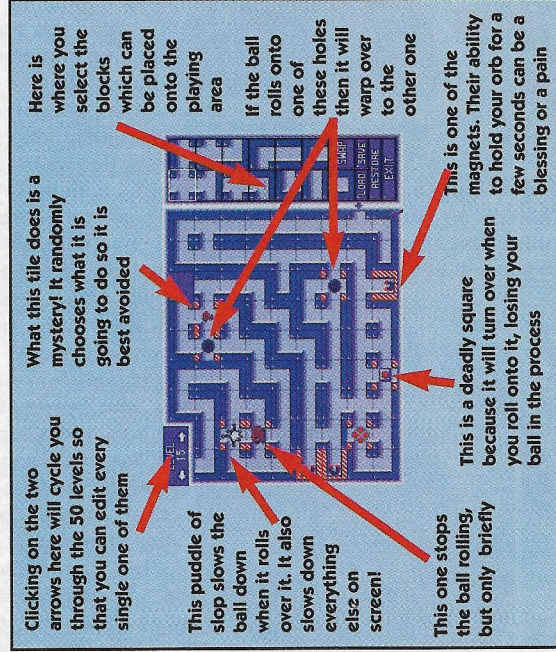
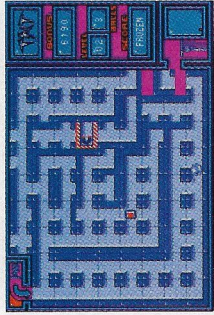
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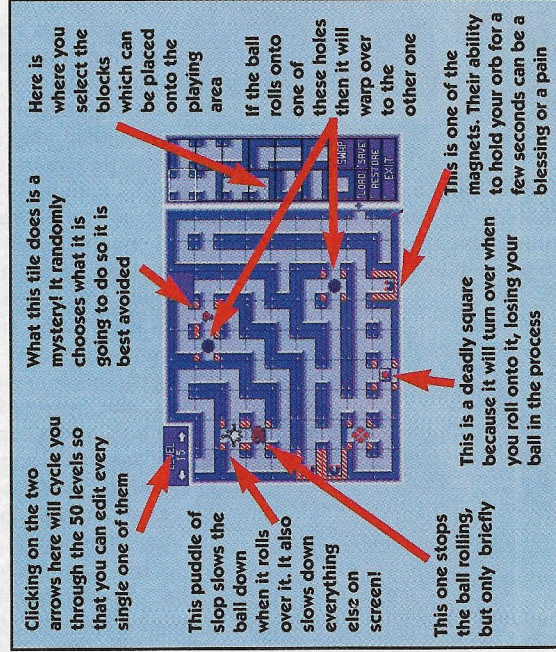
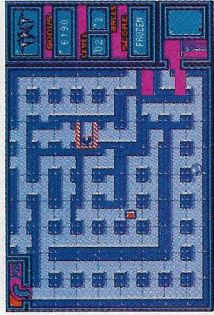
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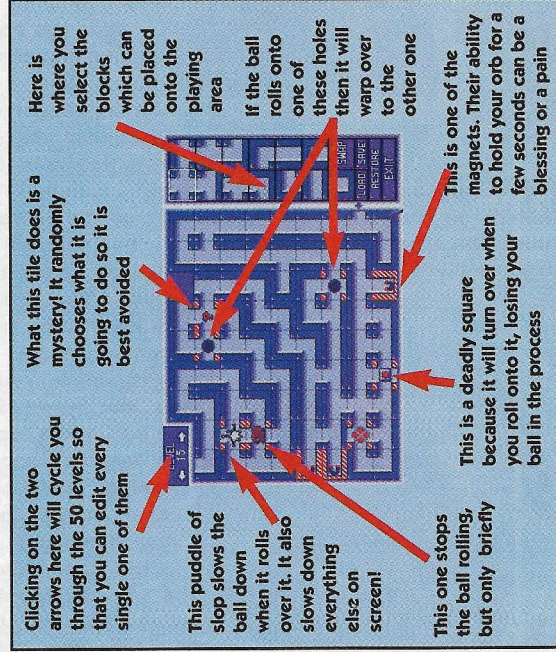
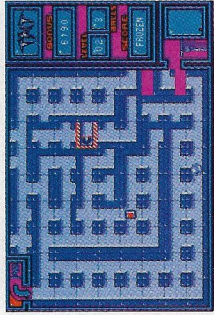
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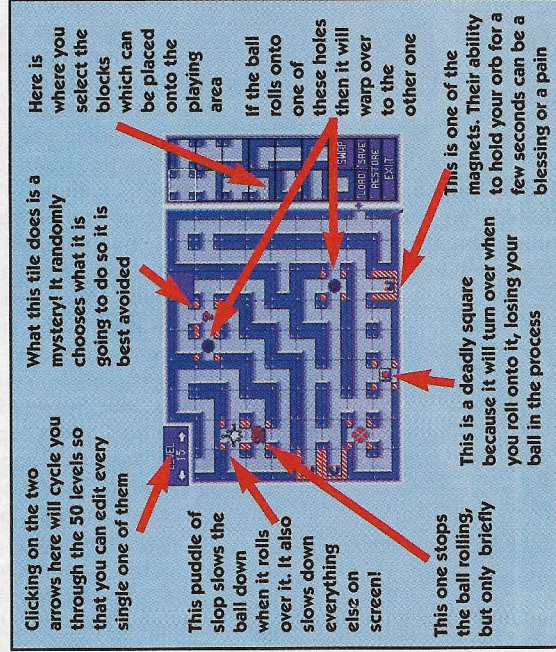
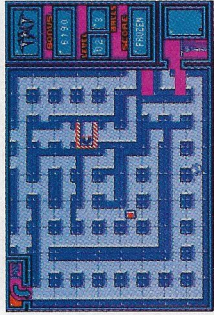
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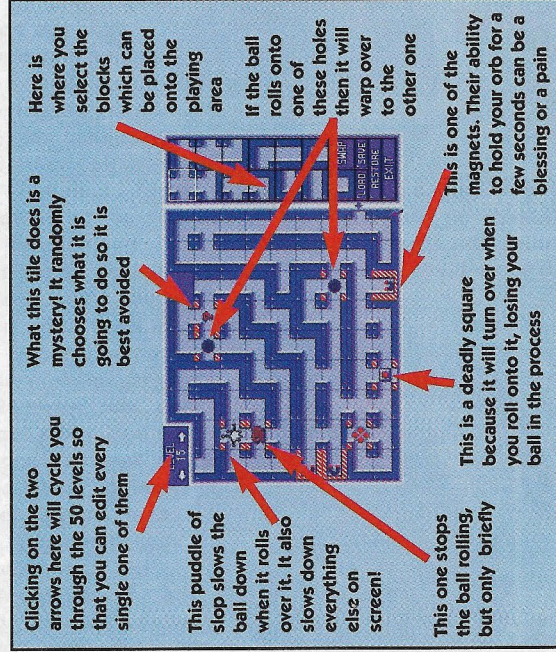
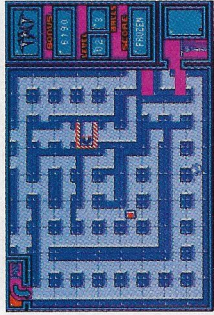
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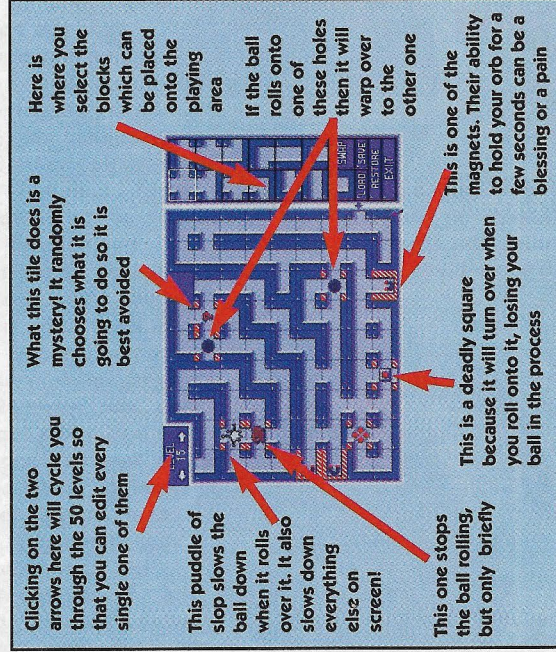
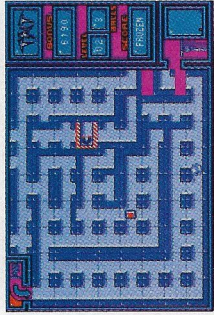
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# CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

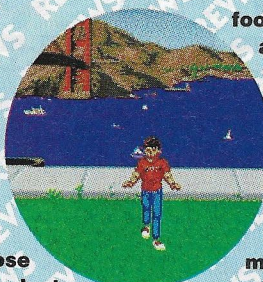
**GAME: CALIFORNIA GAMES**  
**MACHINE: MEGA DRIVE**  
**PRICE: £38.00**  
**SUPPLIER: KC'S COMPUTERS**

**C**alifornia Games is one of those classics that's appeared on just about every format available. The Mega Drive is the latest machine to be blessed with its presence.

Originally following on from Winter and Summer Games from Epyx, this latest addition is based, funnily enough, in California, where the sun beats down and the beach is filled with girls wearing next to nothing.

However, you're not there just for the view, your interest lies in the heated competitions that are taking place.

California Games features five events: half-pipe skateboarding,



footbag, surfing, skating and finally a trip to the BMX track.

Ride the concrete in the first event on your board. You have just 80 seconds, or three falls, to build up as many points as possible on the half-pipe.

Use the wall to increase your speed, then hand-plant at the top to turn yourself around. You are awarded bonus points as well for performing stunts consecutively.

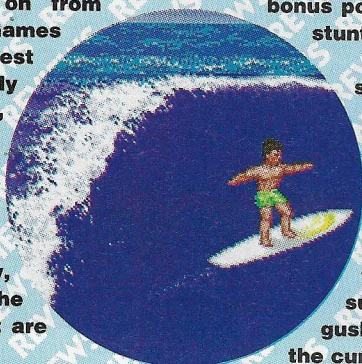
Next, grab your hacky-sack and attempt to punt the ball and keep it in the air for the longest time, turning and performing other stunts to boost your points.

Hit the waves for the third event, the surfing. Pursued by the gushing tube, you must ride the curl to impress the judges.

Jumping off the top of the wave, then landing, is a great way to score precious points, so is turning the board to face the tube, then turning again to continue on with your ride.

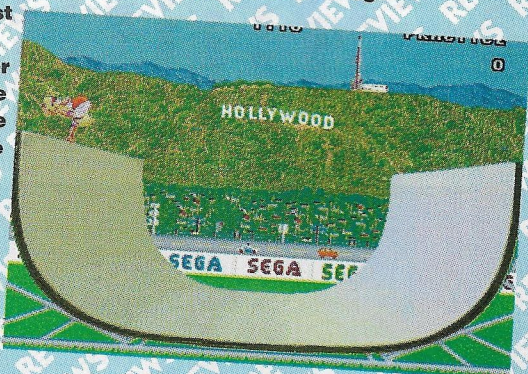
Skating is a race along the sidewalk on the beach, avoiding the obstacles and trying to skate the fastest time. Finally, grab your BMX and peddle your way to the end before the clock runs out.

California Game is, and always will be, one of those classic games that,



if it has been converted well, is bound to be successful.

Thankfully the Mega Drive version is faithful to the original, with noticeable improvements graphically. It's a shame that there are so few events but overall a great cart for the 16-bit Sega.



**X-RATING: XXXX**

**Gameplay: 15/20**

**Lastability: 15/20**

**Presentation: 17/20**

One of the best Famicom games ever is here, and Wonderboy is the star as he ventures onto Adventure Island. Also battling it out is The Addams Family, Elevator Action and Attack of the Killer Tomatoes...

## SUPER NES OFF ROAD RACER

Super Off Road Racer is soon to be released on the Super NES, and like the NES and Game Boy carts, the latest version will hopefully be as playable and stunning as the others.

The end product will feature a variety of tracks and difficulty levels, plus different cars to race in and various obstacles that litter the courses.

## HOME ALONE

Kevin, the youngster left behind when his parents nip off to France, will soon be available on the Super NES.

The concept is identical to the Game Boy counterpart in that you have to collect all the valuables around the house in order to foil Harry and Marv's plans.

Armed with a water-pistol you can shoot the two ruffians and their henchmen to stun them temporarily so as to nip past. The game is looking superb, but graphics aren't everything. Read next week's GX to find out how it plays.



## GAME GEAR TOP 10

1. World Class Leaderboard
2. Joe Montana Football
3. Dragon Crystal
4. Columns
5. Pengo
6. OutRun
7. Super Monaco GP
8. Factory Panic
9. G-Loc
10. Woody Pop

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**GAME: THE ADDAMS FAMILY  
MACHINE: GAME BOY  
PRICE: £24.95  
SUPPLIER: KC'S  
COMPUTERS**

**H**aving taken the cinemas by storm on either side of the Atlantic, The Addams Family finally makes it onto a computer game, courtesy of movie tie-in giant, Ocean.

In the best traditions of Mario and Sonic this is a platform game in which you control Gomez, the head of the household.

The rest of your family has been kidnapped and it is up to you to race around the house and find them.

On top of all this there is a crooked accountant called Tully who is after the family fortune locked away in the safe. Incidentally, the family disappeared after returning to the house to reason with

him, so there may be more to the plot than there seems!

The house is full of traps and all manner of strange beasts, all of which reduce your energy supply should you happen to touch them. But never fear, should you die you have a further four lives to play about with.

Armed with an infinite supply of daggers and the ability to jump on the heads of the creatures you run around the house trying to find and kill the larger, big boss nasties.

Graphically this is very good, with

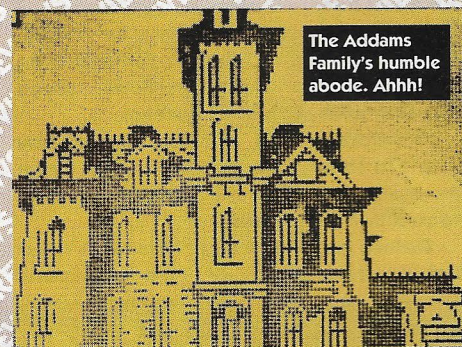
Gomez being portrayed as a cartoon sprite.

All the family members are recognisable from their pictures hanging on the walls of the various corridors. Furthermore, the nasties are well animated and humorous to watch.

Sound too is of a very high quality with a good rendition of the TV theme tune playing on the title screen as well as plenty of effects during the game.

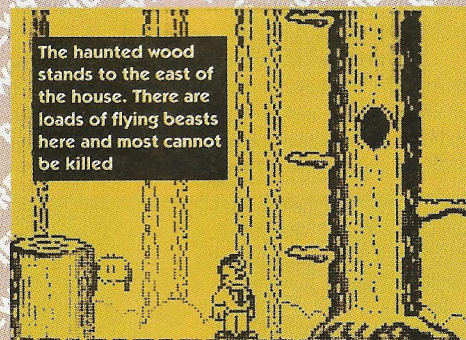
Unfortunately though, gameplay isn't up to much. Although the first few turns venturing around the house prove to be great fun, soon the difficulty level takes its toll and you'll find yourself bored with being stuck at a certain section.

This is a good platform game, but sadly nothing exceptional. This should really be reserved for fans of the TV show and film only.



**X-RATING: XXX**

**Gameplay: 11/20  
Lastability: 11/20  
Presentation: 15/20**



**GAME: BILL ELLIOT'S  
NASCAR FAST TRACKS  
MACHINE: GAME BOY  
PRICE: £24.95  
SUPPLIER: KC'S  
COMPUTERS**

**D**o you enjoy the great weight of throbbing metal under your feet? Have you ever wanted to ram other cars off the road and not get arrested for it? Well, now you can, with Winston Cup champion Bill Elliot.

If you've watched the film Days of Thunder (rubbish!) then you'll know what this type of car racing is about. For those



who haven't, basically you drive solidly for about 200 laps around an oval circuit with a banked curve at each end. Not exactly a spectators' sport, is it?

Here you are offered the choice of three high-powered cars which give about the same performance on the day. There are four tracks in all for you to race around, of which two aren't just oval (shock!). You

can race these individually or take part in a season.

The race itself takes place over a number of laps and there are 15 other cars on the track with you, all competing for first place. You can either opt to change the gears yourself or have them done automatically.

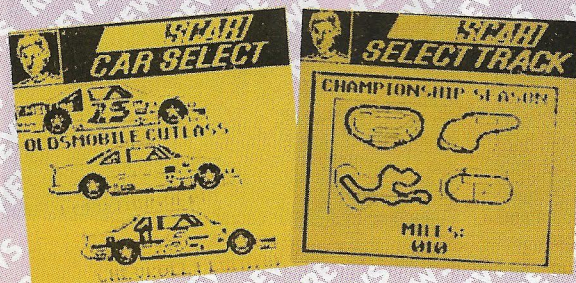
The graphics are some of the best I've seen on the Game Boy; even the jerkiness, occurring as you turn the corners, becomes less noticeable the deeper you get into the game.

Sadly the sound is limited to a monotonous moan, supposed to be the engine noise. This is a shame since I've heard much better in a game of this type.

Four tracks does really limit the lastability but a two-player one-on-one link up should make up for it. For boy racers only and any fans of the sport.

**X-RATING: XXX**

**Gameplay: 8/20  
Lastability: 11/20  
Presentation: 16/20**





**GAME: SUPER  
WONDERBOY III:  
ADVENTURE ISLAND  
MACHINE: SUPER FAMICOM  
PRICE: £45.00  
SUPPLIER: MEGACOM  
DISTRIBUTION**

**W**onderboy, one of the true classic platform adventures and usually to be found on the Sega machines, has finally appeared as a grey import on the Super Famicom.

The little hero has, in the meantime, changed quite a lot, what with puberty and all that. Now he's in his teens and, as an adolescent, has thrown away his nappy in favour of a couple of fig leaves and a red baseball cap.

Having conquered Monster world, Wonderboy now finds himself on Adventure Island, a perilous place crawling with prehistoric presence.

Wonderboy still remains a scrawny little kid though, hence he cannot harm the many beasties that launch attacks throughout his adventures.

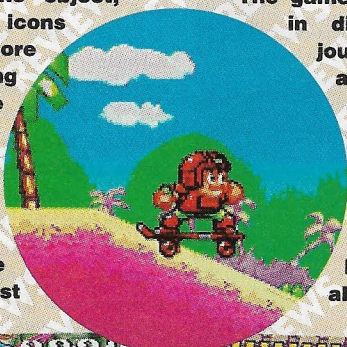
Before he is able to retaliate he must first collect one of the weapons



scattered around, either the throwing axe or the boomerang, the latter being most effective.

There are three stage of power; the first equips you with the object, collecting another two icons allows you to throw more than one thing, and picking up the weapon once more turns the ordinary hammer into an awesome spinning blaze of fire!

The game is set against the clock, with the timer continually against



you, represented by a yellow bar in the top left of the screen.

Wonderboy can increase the amount of time he has left to complete the level by collecting the fruits that are scattered around. Each fruit adds a bar of time to his ever-depleting limit.

As well as the clock, Wonderboy must battle against the prehistoric nasties that aren't too chuffed with his arrival. Although a continue option has been included he is only blessed with a mere three lives and can sustain just one hit before dying.

The game spans five worlds, set in different terrains. Your

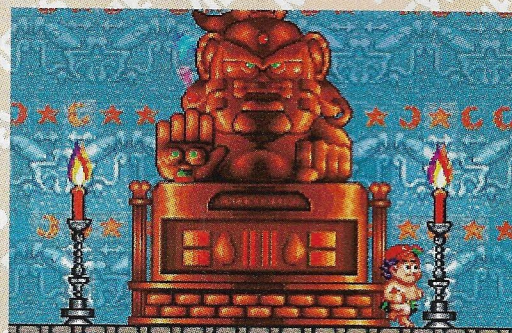
journey will take you across the desert, to snowy plains and finally into the castle where you must defeat the evil sorcerer ghost.

Wow, what a superb game! This is one of the best Famicom products of all time and, apart from



Mario, tops all the others in the platform genre. The exceptional graphics and superb gameplay are first-class, but the highlight has to be the sound.

Thumping beats and HI-NRG sounds blast, in stereo, from the speakers and match the action to perfection. My advice is simple; save your cash and buy this to enjoy one of the better SF games.



**X-RATING: XXXXX**

**Gameplay: 18/20  
Lastability: 15/20  
Presentation: 19/20**



Pink elephants? That's some strange weed Wonderboy was smoking



Deep in the castle, Boy is faced with danger from every direction. What will our hero do next?



The jungle is packed with Amazon warriors and killer bees, which appear in the snowy wastes too

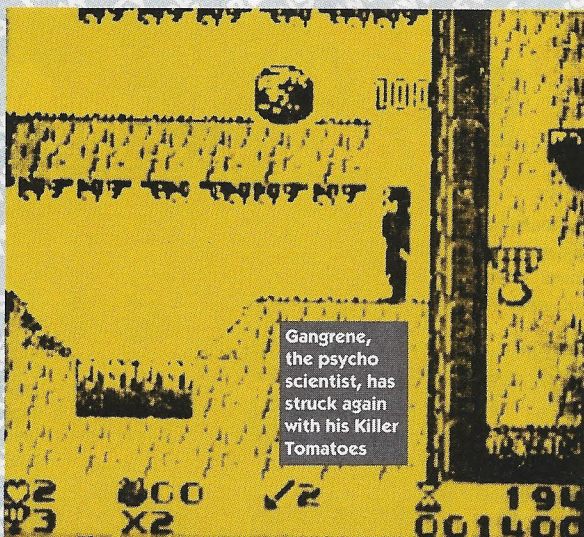


**GAME: ATTACK OF THE  
KILLER TOMATOES  
MACHINE: GAME BOY  
PRICE: £19.95  
SUPPLIER: KC'S  
COMPUTERS**

**T**he Killer Tomatoes, featured in an outrageous movie and later a cartoon series, is the brain child of Dr Gangrene, a mad scientist intent on ruling the globe.

With his army of mutated fruits, Gangrene will dominate the world unless, of course, Wilbur Finletter can shred the tomatoes before they strike.

The war starts in San Zucchini, but if Wilbur Finletter fails, the world will be



Gangrene, the psycho scientist, has struck again with his Killer Tomatoes



Above, a lone fruit awaits your arrival. Jump up next to it and kick it to death!

next. Wilbur is a tough chap though; pressing A will make him kick, Pressing A and B simultaneously will cause him to punch, and tapping B on its own will permit a jump.

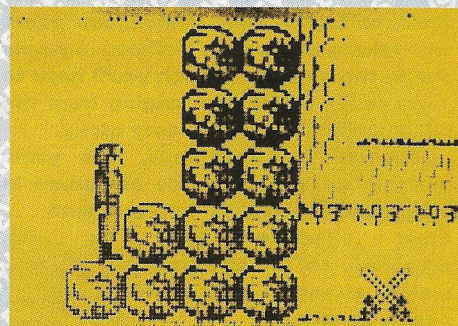
The D-pad controls movement, while the select button opens Wilbur's parachute when he is equipped with one, or otherwise gives him a skateboard to ride across the wide space fast. The start button fires swords at the deadly fruits.

There are a number of bonuses there for the collecting if Wilbur's quick enough. In addition to the

sword and the parachute, there are medals which award health, lightning bolts which make you temporarily invulnerable, and finally a heart, awarding an extra life when collected.

I wasn't particularly impressed with Attack of the Killer Tomatoes. The title sounds tacky and the game is nothing new or outstanding.

The graphics are OK although the sprites and animation are pretty poor. The sound is, at best, annoying and the tune will undoubtedly drive you insane. Overall, a poor Game Boy release which is one to avoid.



**X-RATING: XXX**

**Gameplay: 11/20  
Lastability: 9/20  
Presentation: 12/20**

**GAME: ELEVATOR ACTION  
MACHINE: GAME BOY  
PRICE: £19.95  
SUPPLIER: KC'S  
COMPUTERS**

**H**ey! This takes me back a bit. In my former days I owned a game going by this name on my Spectrum. And what do you know? This one is identical!

You adopt the role of a special agent hired to retrieve some disks containing

valuable information from a number of high-rise security buildings.

Each towering block houses many floors linked together with lifts and escalators which you should use to your advantage. The disks you seek are all hidden inside rooms which are clearly marked with either an exclamation or a question mark.

Question marks indicate where you can find some bonus weapons to use rather than your puny little handgun. These weapons range from machine-guns to grenades and all can kill the enemy guards with a single shot.

Most of the time the lifts tend to move in a set pattern but you also have the opportunity to assume control of their direction to your advantage.

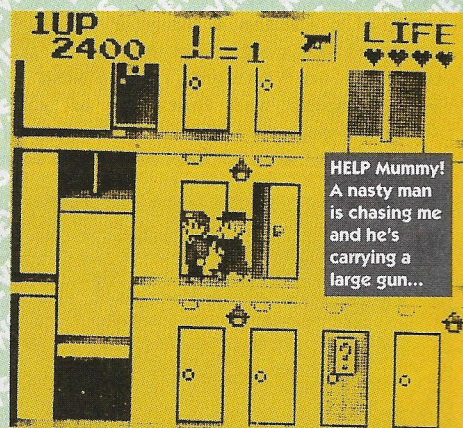
The graphics are all presented in the best possible way with the guns looking, rather humorously, too large for the character that you control.

The guards move around in true idiot fashion and don't seem to be really aware of your presence until it's too late.

Soundwise, effects could have been better but they do serve their purpose well enough so as not to be annoying.



Sometimes all you can do is wait. Be vigilant though for guards can appear at any time



HELP Mummy! A nasty man is chasing me and he's carrying a large gun...

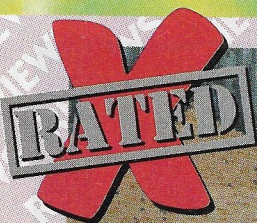
Gameplay is fairly challenging in that it doesn't allow you to progress either too quickly or slowly to ruin the game completely. Elevator Action proves to be lots of fun, is fairly addictive, and well worth checking out.

**X-RATING: XXXX**

**Gameplay: 15/20  
Lastability: 13/20  
Presentation: 14/20**



**GAME: LAGOON  
MACHINE: SUPER NES  
PRICE: £44.95  
SUPPLIER: KC'S  
COMPUTERS**



**T**he younger inhabitants of Lakeland hold much faith in their water supply but now even this is no longer pure. The drinking water has turned brown and it is up to you to discover why.



You control a young man by the name of Nasir who happens to be the Child of Light. Your humungous quest will take you through perilous caverns during the course of which you'll have to solve loads of puzzles ranging from the blindingly obvious to the very tricky.

Viewed from overhead, this game emerges as a true arcade adventure in which you'll have to interact with other characters and be prepared to battle against many strange, ugly and deadly beasties.

You begin your quest in a village where you are well-known and people are willing to help. Strolling round will reveal such buildings as a shop and a chapel.

Nothing seems wrong here save for the fact that everyone is complaining about the dirty water.

All of a sudden a disaster occurs at the gold cave. A man stumbles out babbling something about demons and that one of your friends is trapped inside. It falls to you to find some money with which to buy

weapons before attempting a daring rescue inside the cave.

Armed with swords and shields and possessing a great knowledge of magic, you can confidently counter-attack anything of non-human appearance that blocks your path.

I've seen games of this ilk done before and it is very difficult to make a distinction between them. Perhaps the only thing that stands out here is the slightly better graphics which are all shown in a sort of cartoon-style.

The town backdrops and buildings are all very well drawn and the perspective has been worked out to an above average degree; the man even disappears behind the buildings as he walks past the back, something which seldom happens in other games.

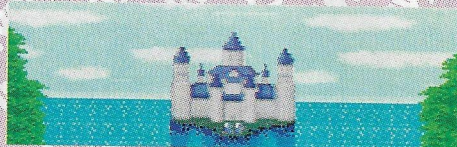
Controlling the character takes a little getting used to due to the fact that there is no diagonal walking, a decision

This man doesn't look too well, maybe it's got something to do with the demons he found in the caves? You'll have to go and investigate



which appears very silly considering the shape of the landscape.

There is an atmospheric tune playing merrily at the beginning of the game, topped up with plenty of lovely effects that play throughout over the top of yet another tune.



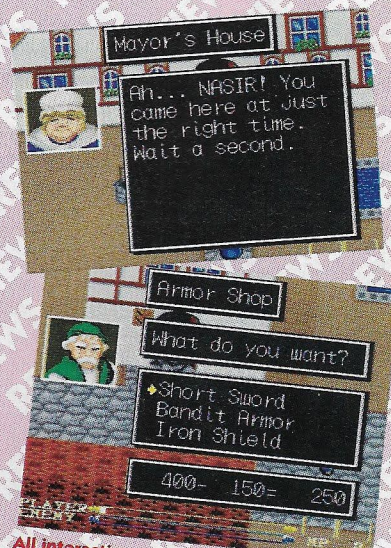
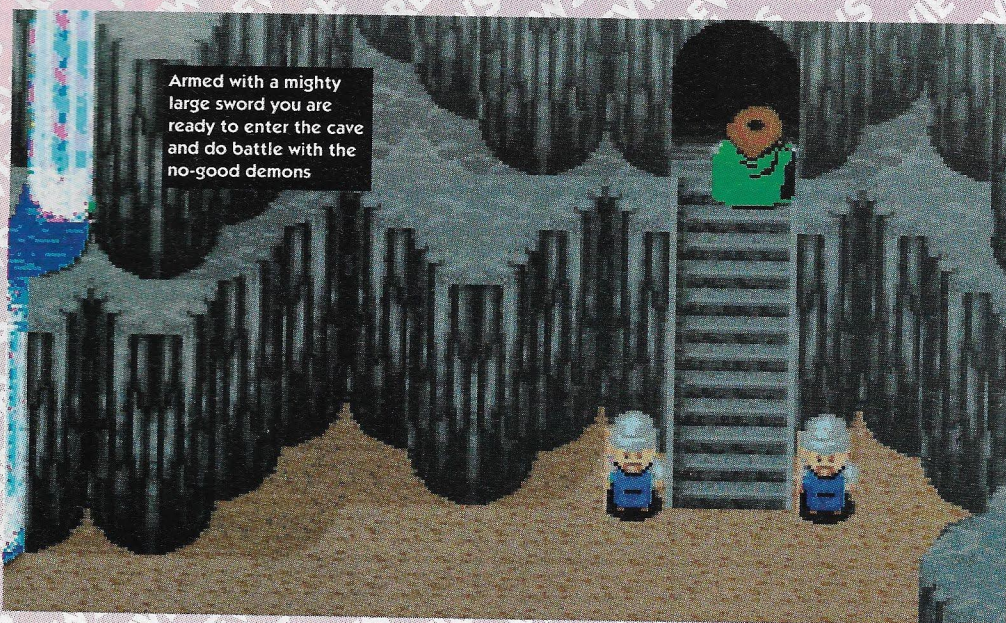
The mission is difficult to even begin, never mind complete. There is a save game option onto the cartridge but this can only be used after successful completion of a section.

Lagoon, when compared to so many others before it, includes both good and bad points, and that's about all you can say about it!

**X-RATING: XXXX**

**Gameplay: 14/20  
Lastability: 15/20  
Presentation: 15/20**

Armed with a mighty large sword you are ready to enter the cave and do battle with the no-good demons



All interaction with characters is done through screens like this. In the shop you select what you want to buy



# DO YOU BELIEVE IN MAGIC... TAKE A LOOK!

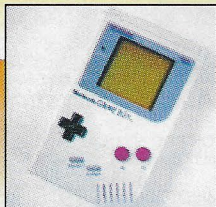
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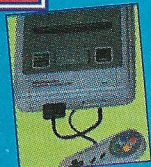
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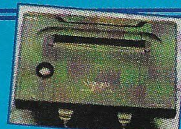
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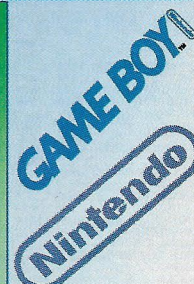
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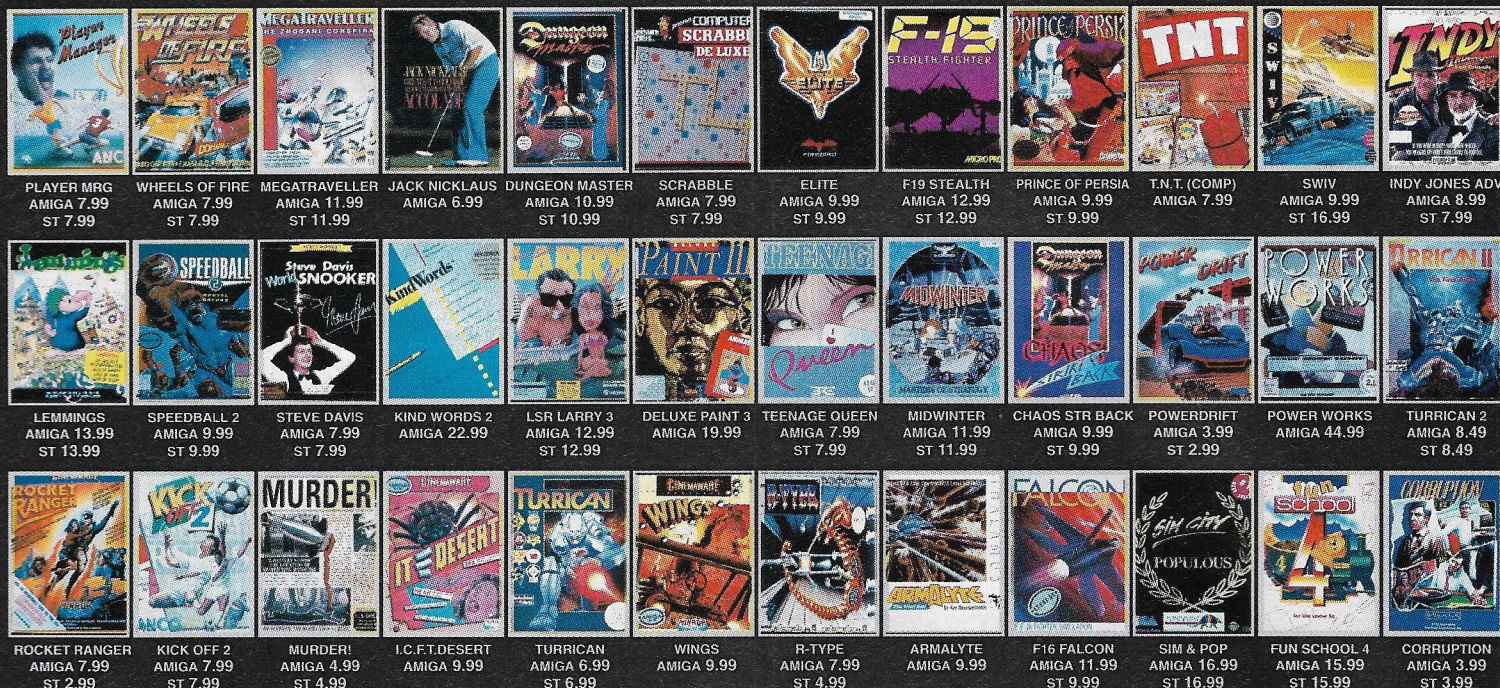
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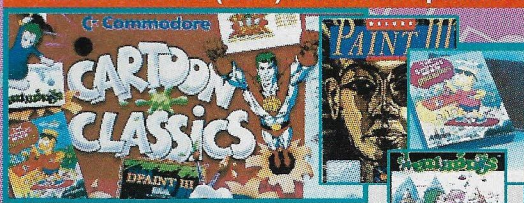
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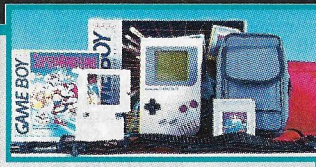
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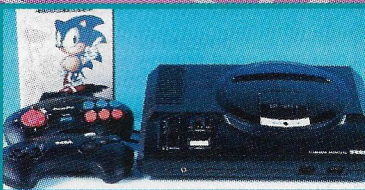
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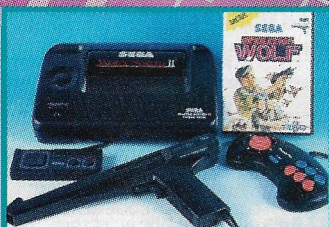


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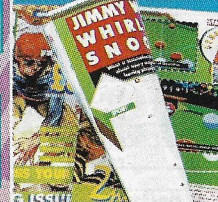
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## AMIGA ONLY





There are just so many cheats coming in! It's brilliant... and there hasn't been a single Lotus 2 code sent all week! I must send my thanks to a chap called Mad Butch who has proven to be exceptionally helpful – cheers mate! Send your findings to Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

## OH NO! MORE LEMMINGS – PSYGNOSIS

This week it's WILD time on OH NO! and they come from Tarquin the Terminally Pubescent from Lemmington Spa. So here goes...



- 1: BCIQULMJCN
- 2: IHPUEMCKCM
- 3: LRUMICGLCF
- 4: SULKCMLMCO
- 5: UDMCCHVNCO
- 6: LKCIHTWOGL
- 7: MCCLVUDPCE
- 8: CKLWUDMQCO
- 9: CAHSTFOBDR
- 10: IHRTGMCCDI
- 11: LRTNICEDDM
- 12: RTGMCKLEDQ
- 13: TNICCIIVFDN
- 14: OICOIWVGDO
- 15: ICGLWVOHDK
- 16: CILUTNIIDI
- 17: CAHSUFOJDK
- 18: KHSUFMCKDD
- 19: MPUNICGLDG
- 20: PUFMCOLMDK

## FINAL BLOW – SALES CURVE

Quite why you would need a cheat to make this absolutely dreadful game easier is quite beyond me. Anyone utterly pathetic enough to have A) bought the game in the first place and B) to be unable to play it must be in quite a sad way by now.

However, in a spurt of out of character generosity and a desire to make the world a better place I can now tell you that pausing the game and pressing F10 six times will render your opponents brain-dead.

Arise Superboxer...

## ANOTHER WORLD – US GOLD

Mad Butch from the Netherlands has kindly sent me all 12 of the codes for this superb adventure game. However, to make things fairer on you I shall reveal six of them this week, and the other six in next week's issue.

That way you get to try and play around with it for a bit!

- 1: EDJI
- 2: HICI
- 3: FLLD
- 4: LIBC
- 5: CCAL
- 6: EDIL

## LEISURE SUIT LARRY III – SIERRA

A certain peverted pal of mine has revealed that after getting to know Cherri particularly well, keep her costume on and make your way to D-C-H (whatever that may be).

Pay Bodger a cool \$500 and walk to Suzi's office (top door). Having walked in you will now witness a hands-off animated sequence that should keep you amused for a while. Make sure your mother isn't in the room...



## CARDIAXX – ELECTRONIC ZOO

I've already managed to complete this rather splendid blast 'em-up but I'm sure that there are many of you mere mortals out there who are doubtless experiencing problems. To aid you I present the following cheats.

Pausing the game and typing RACHEL followed by shift and G will freeze your time limit. Pausing and typing CAROLILY will provide you with infinite energy.

There is one hitch though which will doubtless annoy you all, and this is that the game will crash by about level three.

Never mind, eh?

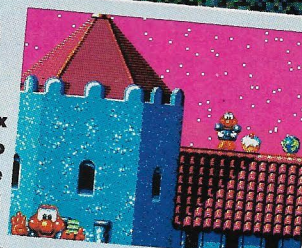


## ROBOCOD – MILLENNIUM

This is one to mildly tax your grey matter. Move to the top of the wall of the castle and you will find five objects.

If you think about it the first letters of each object spell the word CHEAT. Simply pick up the objects in this order and you will receive a shield that won't wear out.

There is another bit just like this inside the first room. If you move along a bit you'll find five objects that spell out the word LIVES. Guess what this does if you apply the same tactics as above? Try it and see... I know Fungus for one will be eager to try these!





# ROBOCOD PLAYER'S GUIDE PART 1

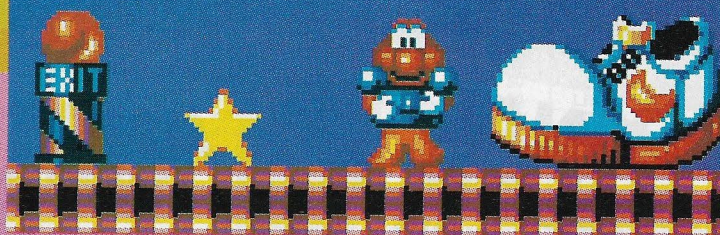
James Pond was great. RoboCod is even better. Now we at **Games-X** are going to give you the ultimate guide to the ultimate platform game...



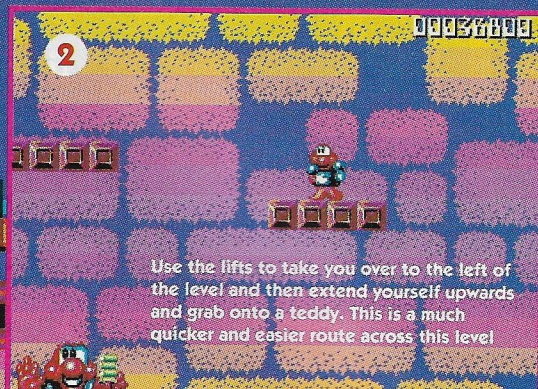
SEGA  
MEGA DRIVE



- 1** When through the first door all you have to do to complete that section is go left and out of the exit. It doesn't matter if it isn't flashing for it will still work!



**2**

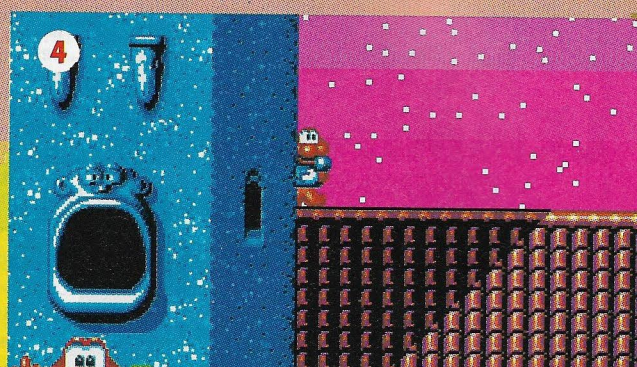


**3**



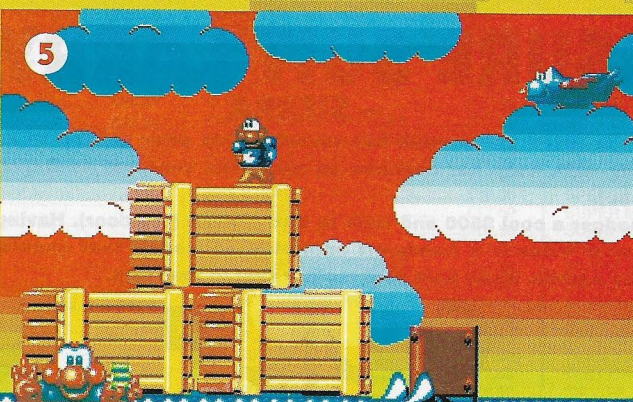
Before going out of the exit go over to the right and collect the extra life by extending yourself upwards. Watch out for the bottle of poison below which is situated in the middle of some other items

**4**



If you skip over the first two doors and keep heading right you'll come to a short tower. If you leap up this and walk left across the roof you'll enter a special bonus section of the game

**5**



The bonus train is really difficult to complete. Just try not to get caught up in the continuous scroll. Learn the map and you should be alright

**6**



This humungous teddy may look difficult but it is actually dead easy to beat. Use the two raised platforms to jump off and remember to pull down on the joystick as you fall onto him

**7**



The jelly levels are really fun to play. If you keep holding up on the joystick you'll bounce a lot higher each time. Try not to get annoyed with the constant bouncing that occurs in confined spaces.

**8**



There is also an upside-down jelly level for you to conquer during the game. The same thing as before applies here. Just remember that despite appearances, up still makes you jump



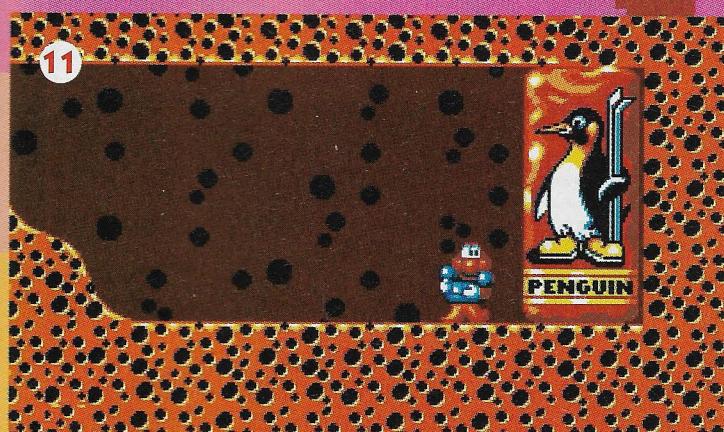




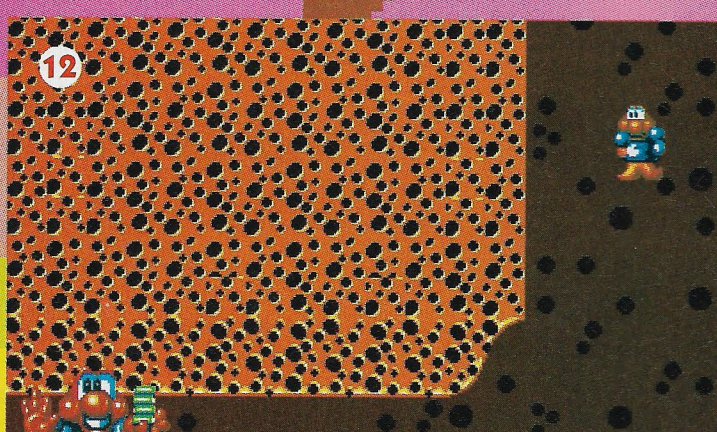
Don't go straight out the bottom exit because the top one will take you to a bonus level. To reach this you'll have to collect the wings from a bit further back to the left



Leaping into the icing pot takes you into an underwater bonus stage rather than helping your progress. After collecting everything just go out of the exit



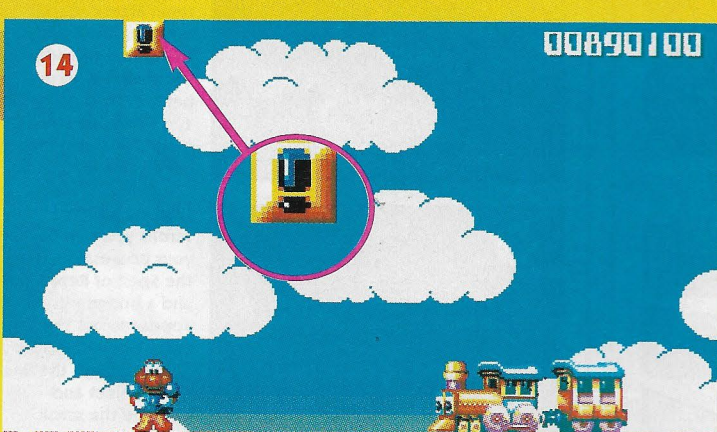
Not all things are as they seem. Jump into the belly of this chocky bicky and you'll be awarded with a limited shield, allowing you to run through nearly everything



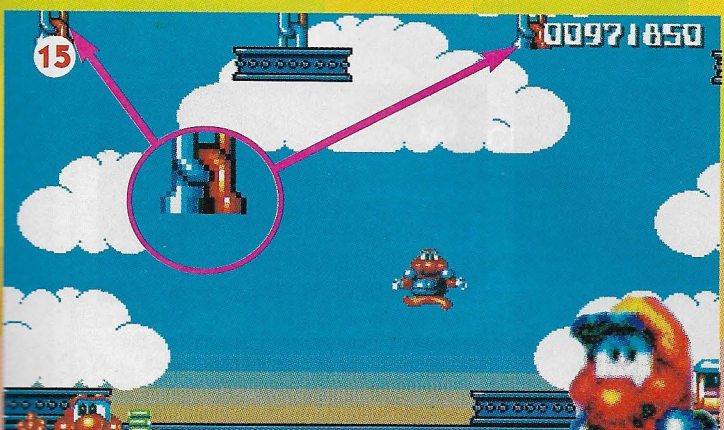
To collect an extra life from the top of this level, jump up off the first lift and you'll land on an invisible lift which takes you up even higher where you will find the bonus



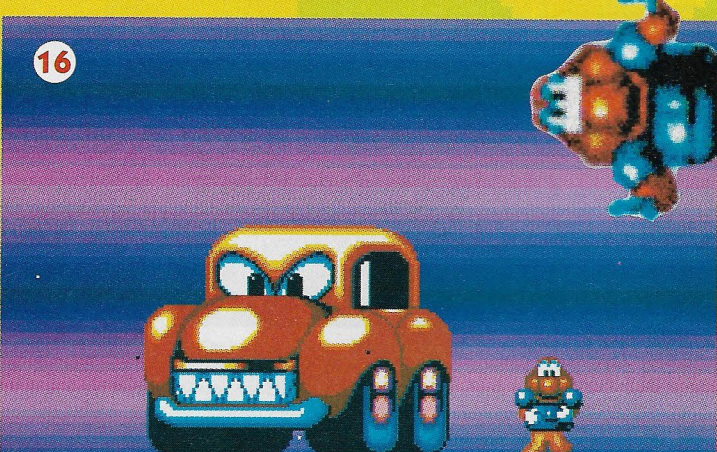
The third cake to the right of the start on this level conceals a pair of wings. Collecting these allows you to skip that boring platform bit and fly up to the top instead



To reach those high bonus boxes you'll have to use the trains to jump high enough to nut them and then again to collect the bonus that comes out of it



You can tell which girders fall by looking at the chains that hold them. If it looks as though a small magnet is holding them up then proceed with caution for they are likely to fall on you



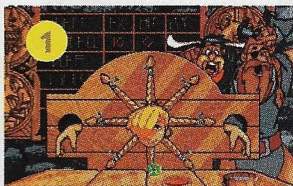
The second big nastie is a real pain to kill. Use the smaller cars it spits at you to propel yourself up to the platform above and then leap off there onto the head of the nastie



Being a Viking In Core Design's best game yet involves more than just guzzling beer and behaving like an utter slob. Can you, as Heimdall, progress through life and then retire on reaching manhood? If not, then this guide will certainly help!

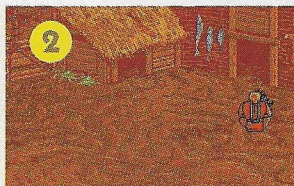


## THE ATTRIBUTES SECTION



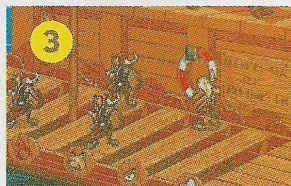
### 1 Axe Throwing

You are given 10 axes to throw with which to try and cut eight locks of hair away from the maiden's head. Move the target above where you want to aim and when you release the joystick press fire. This should ensure success every time



### 2 Pig Chasing

Catching the pig is your next task. Timing is all-important here; you'll have to be accurate when diving at the creature in order to grab it quickly to command a high score. The slippery little porker is very difficult to catch so loads of practice is recommended



### 3 Longboat Run

This is so easy that even my dog could complete it! Jump down onto the seats and proceed to the front on that side of the boat. When the opponent appears before you, press the fire button to kill him and then continue on your way

## CREW SELECTION



However well you did on the attribute section depends on how good your team will be. There are 30 people to choose from but only a certain number will be made available to you. Simply select the best ones in these fields: Warrior, Berserker, Wizard, Druid and Navigator

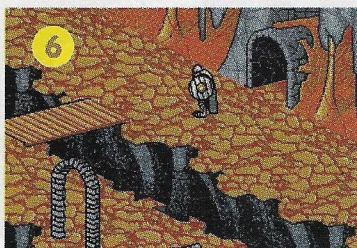
## THE GAME BEGINS...

### ISLAND 1



5

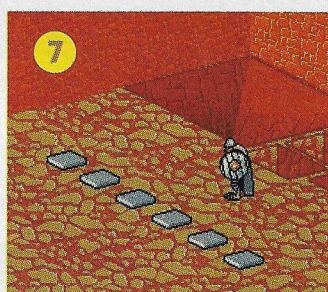
Go straight through the first room, collecting all the items you can find in the process. On reaching the second room attack and kill the man you find there, being sure to collect the scroll he leaves behind. Collect the key and the other scroll lying about and then head outside



6

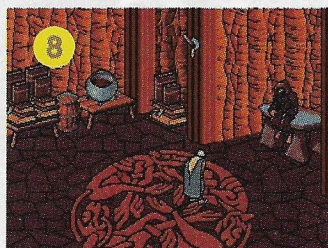
Examine all three scrolls you now have in your possession. Use the Spell of Revelation and a bridge will appear across the gap. Cross this and before going through the final door collect and examine the scroll found there

### ISLAND 2



7

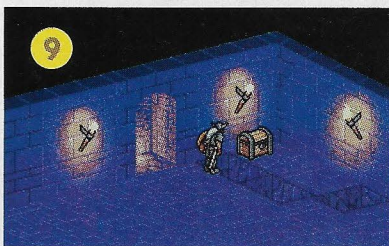
Move onto the second island and in the first room you'll find a rather interesting puzzle involving six floor switches. Number these one to six in your head from left to right and the puzzle is then drastically simple. Press them in this order: 2, 6, and then 1. Your path to the next room will now be clear



8

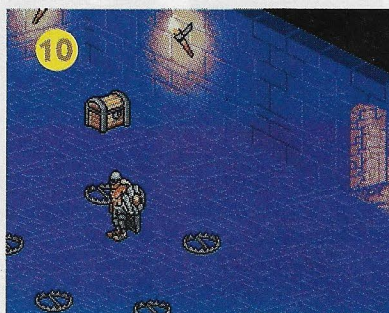
Go through the next room and kill the guard en route. Open the chest and then cast a Disarm Traps spell while stood next to the hole on the right. Go into the next room and indulge in a short conversation with the man you find there before departing from the island

### ISLAND 3



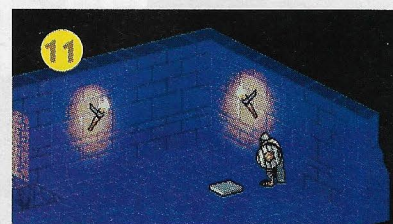
9

First things first. On this island it is advisable to proceed with extreme caution since the floors are covered with hidden pits for you to fall into. Sadly there aren't enough Detect Traps spells available for you to use so you'll have to indulge in guess work the first couple of times



10

Find the room where the floor is covered in bear traps and find and use the Detect Doors spell. Go through the door that appears and kill the door guardian in the next room

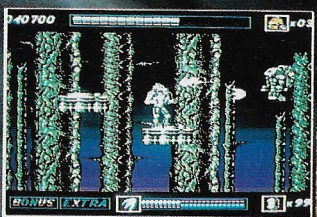
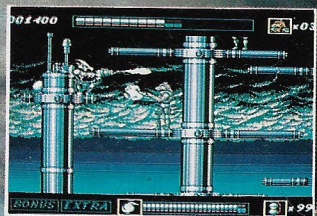
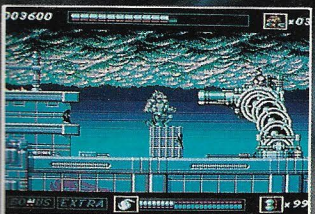


11

Make your way along the next corridor, always vigilant of the hidden arrow traps along the way. When you reach the next room walk straight up and kill the guard. Make your way around the walls to the floor switch and press it. You can then go through into the next room and exit the island. But do you really want to leave? Find out next time!



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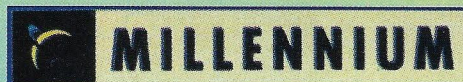
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# SOFTWARE CHARTS

Here's your exclusive chance to see where your favourite game stands in the Gallup charts.

1	◆	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT
2	▲	<b>DIZZY'S EXCELLENT ADVENTURES</b> House: CODEMASTERS Team: VARIOUS
3	▼	<b>BART VS THE SPACE MUTANTS</b> House: OCEAN Team: ARC DEVELOPMENTS
4	▲	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
5	▼	<b>TERMINATOR 2</b> House: OCEAN Team: DEMENTIA
6	▼	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
7	▲	<b>ROBOCOP 3</b> House: OCEAN Team: DID
8	▼	<b>BIRDS OF PREY</b> House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUGHTS
9	▲	<b>SOCCER STARS</b> House: EMPIRE Team: VARIOUS
10	▲	<b>TURTLES - THE COIN-OP</b> House: IMAGEWORKS Team: PROBE
11	★	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
12	▼	<b>JAMES POND 2 - ROBOCOD</b> House: MILLENNIUM Team: C SORRELL & S BAK
13	▲	<b>POPULOUS 2</b> House: ELECTRONIC ARTS Team: BULLFROG
14	▼	<b>LOTUS TURBO CHALLENGE 2</b> House: GREMLIN Team: MAGNETIC FIELDS
15	▲	<b>MICROPROSE GOLF</b> House: MICROPROSE Team: THE THOUGHT TRAIN
16	▼	<b>CARTOON COLLECTION</b> House: CODEMASTERS Team: VARIOUS
17	★	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
18	▼	<b>NINJA COLLECTION</b> House: OCEAN Team: VARIOUS
19	▲	<b>FINAL FIGHT</b> House: US GOLD Team: CREATIVE MATERIALS
20	▼	<b>PITFIGHTER</b> House: DOMARK Team: TEQUE

1	▲	<b>ROBOCOP</b> House: HIT SQUAD Team: PETER JOHNSON
2	▲	<b>BUBBLE BOBBLE</b> House: HIT SQUAD Team: SOFTWARE CREATIONS
3	▼	<b>NEW ZEALAND STORY</b> House: HIT SQUAD Team: CHOICE
4	◆	<b>DOUBLE DRAGON 2</b> House: TRONIX Team: CREATIVE MATERIALS
5	▲	<b>BATMAN - THE MOVIE</b> House: HIT SQUAD Team: OCEAN
6	◆	<b>CHASE HQ</b> House: HIT SQUAD Team: TEQUE
7	▲	<b>STUNT CAR RACER</b> House: KIXX Team: GEOFF CRAMMOND
8	★	<b>SCOOBY DOO &amp; SCRAPPY DOO</b> House: HI TEC Team: IN HOUSE
9	★	<b>ALTERED BEAST</b> House: HIT SQUAD Team: ACTIVISION
10	▼	<b>DRAGON NINJA</b> House: HIT SQUAD Team: OCEAN FRANCE

1	◆	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT
2	▲	<b>ROBOCOP 3</b> House: OCEAN Team: DID
3	▼	<b>BIRDS OF PREY</b> House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUGHTS
4	▲	<b>POPULOUS 2</b> House: ELECTRONIC ARTS Team: BULLFROG
5	▲	<b>LEANDER</b> House: PSYGNOSIS Team: TRAVELLER'S TALES
6	▼	<b>JAMES POND 2 - ROBOCOD</b> House: MILLENNIUM Team: C SORRELL & S BAK
7	▼	<b>LOTUS TURBO CHALLENGE 2</b> House: GREMLIN Team: MAGNETIC FIELDS
8	★	<b>FUN SCHOOL 4 (7-11)</b> House: EUROPRESS SOFTWARE Team: IN HOUSE
9	★	<b>THE GODFATHER</b> House: US GOLD Team: CREATIVE MATERIALS
10	★	<b>HEIMDALL</b> House: CORE DESIGN Team: 8TH DAY

1	◆	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT
2	▲	<b>MICROPROSE GOLF</b> House: MICROPROSE Team: THE THOUGHT TRAIN
3	▲	<b>JAMES POND 2 - ROBOCOD</b> House: MILLENNIUM Team: C SORRELL & S BAK
4	★	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
5	▼	<b>LOTUS TURBO CHALLENGE 2</b> House: GREMLIN Team: MAGNETIC FIELDS
6	▼	<b>BART VS THE SPACE MUTANTS</b> House: OCEAN Team: ARC DEVELOPMENTS
7	★	<b>SOCCER STARS</b> House: EMPIRE Team: VARIOUS
8	★	<b>BOARD GENIUS</b> House: BEAU JOLLY Team: VARIOUS
9	★	<b>KNIGHTMARE</b> House: MINDSCAPE Team: TONY CROWTHER
10	★	<b>REALMS</b> House: VIRGIN Team: GRAFTGOLD

1	◆	<b>OH NO! MORE LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
2	★	<b>MOVIE PREMIERE</b> House: ELITE Team: VARIOUS
3	★	<b>WING COMMANDER 2</b> House: MINDSCAPE Team: ORIGIN
4	★	<b>CHUCK YEAGER AFT 2.0</b> House: ELECTRONIC ARTS Team: IN HOUSE
5	▼	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT
6	★	<b>CHUCK YEAGER FLIGHT SIMULATOR</b> House: ELECTRONIC ARTS Team: IN HOUSE
7	★	<b>TERMINATOR 2</b> House: OCEAN Team: DEMENTIA
8	★	<b>FUN SCHOOL 2 (OVER 8'S)</b> House: EUROPRESS SOFTWARE Team: IN HOUSE
9	★	<b>THE BLUES BROTHERS</b> House: TITUS Team: IN HOUSE
10	★	<b>VIRTUAL REALITY 1</b> House: ELITE Team: VARIOUS

★ New Entry ▲ Climber ◆ Non mover  
▼ Faller ★ Re-entry

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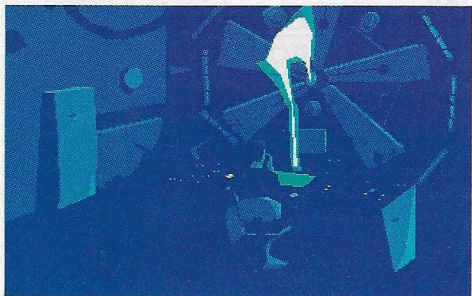
## OUT OF THIS WORLD

Do I deserve a prize? Yes certainly. Why, is the question you may be asking. Having owned the game *Another World* for just seven days, (the game itself has only been available for a few weeks), I have just completed it.

At the end a message comes on screen and it says, 'Next Game Another Earth'. Maybe my prize should be a software voucher or a T-shirt (L). You have my address, please reply. The Access Codes are (\*\*CENSORED\*\*).

P Gould, Northfleet.

**Dr X:** Who on earth do you think I am? No, you can't have a voucher. No, you can't have a T-shirt. No, you aren't the best games player. It's nice to hear from people with tales of success, so long as conceit doesn't come into it, so you fail there I'm afraid.



Now then Mr Gould, for a pretty picture and some variety, here's one of the very first screens in *Another World*, moments before he is relocated. Just a taster for people who haven't yet played the game, never mind crowd over finishing it

As it happens, Alex in the office completed the game in no time whatsoever. Mind you, he gloated over it as he tends to do, until he found out I finished it in a mere long day. For people still stuck, look out for a player's guide coming soon.

## MY HEAD IS SPINNING

Me and my brother Simon have got the excellent *Dizzy* collection. We've saved everyone on *MagicLand Dizzy* but we can't kill Zak. Please (x10) help!

Also, what's better, a Game Boy or a Game Gear? I'm thinking of buying an adventure game so what do you recommend? Any chance of a T-Shirt?

Niki Mason, Thatchum.

**Dr X:** To kill Zak on *MagicLand Dizzy* you have to deal with the Devil. He wants rid of Zak as much as you do, so get chatting with him and persuade him to give you the Trident. Simply kill Zak with the big fork.

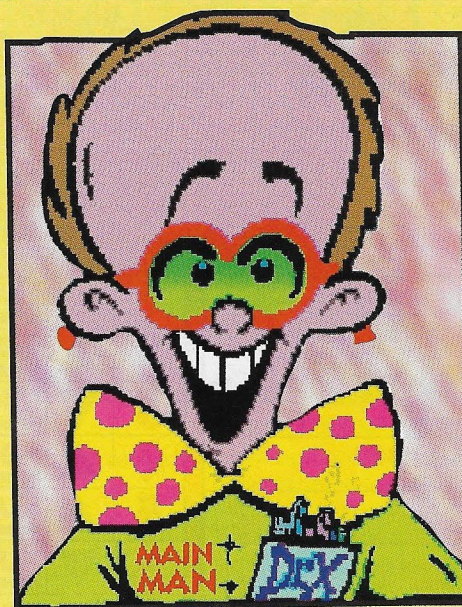
As for a Game Boy or Game Gear, they both have their plus points. The Game Boy is cheap with addictive little games, but is only in black and white. The Game Gear is colourful, with a broad range of games accumulating and on which you can play such classics

**Kitchen** time: 8:08 am  
Place settings of plates, teacups, and saucers. There are several cabinets, which likely contain silverware, glasses, and the like. To the east is a pantry.  
Mrs. Robner is preparing a meal.  
Mrs. Rourke is here, cleaning the kitchen.

Ask Mrs. Robner about dunbar  
I've always thought she was a bit too smug in her relationships around here. A bit above herself, if you see my meaning. After all, she's really just a glorified secretary. She acts as though she's part of the family, and she does get along well with almost everyone here. I swear though, Marshall spent more time with her than me, lately. Um...not that I'm trying to imply that anything went on between them. Quite the contrary.

Ask Mrs. Rourke about dunbar

Here we see an Infocom Text adventure, *Deadline*. Dull, ominous looking and scary to play at first but, like a good book, it drags you into the storyline like no other



as Sonic. It's your decision, but the Game Gear is that bit more classy.

As for adventures, Brian recommends *Monkey Island* as a brilliant game for beginners to the form, whereas old traditionalist Nick recommends the Infocom text adventures like *Zork* or *Deadline*, or even *Magnetic Scrolls* adventures such as *Pawn* or *Fish*.

Although a bit tough, they are relatively cheap and totally engrossing. I may send you a T-shirt or then again, I might not. I need much more grovelling.

## EAT MY SHORTS!

I have recently purchased *Bart vs the Space Mutants* on the Amiga and I'm desperately stuck on level one.

I have walked along until I get to the barrier across the pavement but I can't get past it. Please help me 'cause I am losing a lot of hair and sleep.

PS Can you write back and not put it in your magazine?

Paul Bamford, Woking.

**Dr X:** You don't seem to have the gist of what to do on level one Paul. The purple objects have to be changed in a manner of ways at your disposal, either by painting them, hiding them or making them fly away.



Here we see Bart versus the *Space Mutants* on the Amiga. Amazing graphics rendered in 3D, don't you think? He has just got rid of the purple objects and is now fighting a *Games-X* special edition *Space Mutant*, aka a coffee cup protecting some poor guy transformed into black 'n' white

Sorry, can't write back! Oops! Well, look on the bright side Paul. Although everyone now knows just how inept you really are, you may have shown the light to others who haven't the gall to write in.

## SALTY SEA DOGS WITH KETCHUP

Could you please, please, pretty please with sugar on top help a very depressed boy on *Monkey Island* part two, *The Journey*?

Could you please tell me how to get the crew to work because I can't seem to get anywhere? I have tried nearly everything and

# DrX

**S**tuck with a game? Then why not divulge your problems. My surgery houses a comfy PVC couch on which you may lie back, relax, and unburden yourself of your problems. In hot weather it does tend to get a bit sticky though, so it's probably better to write down your problems enclosed in an unmarked brown envelope and then send them to: **Dr X, Games-X, Europa Lurve House, Adlington Park, tied up near Macclesfield, Cheshire SK10 4NP.**

I am stuck, so please, please help me.  
Jamie McDonald, Glasgow.

**Dr X:** The ship's crew is a lazy bunch of lummoxes, very much like the *Games-X* team when *Super Tennis* is around on the Famicom. However, it can be made to work if you do the right things, like circulate the rumour of a pay rise.



Aha! Caught Nick and John playing *Super Tennis* when they should be writing. Like in *Monkey Island II*, it takes some incentive for the crew to do some real work

On *Monkey Island II*, the trick is to charter a ship from Captain Dredd. Give him a navigating tool which happens to be the Eye that has seen the World. This should be obtained from the Voodoo woman. The crew should then be ready and willing to work.

## AI DR X SAN, CONICHE WAH?

I wonder if you could use your infinite knowledge to help me solve a small problem. I have completed the first seven levels of *First Samurai*. I can get to the end-of-level monster-type thing but the problem is that on saving level seven, I only have one life left.

The manual states you have to find out for yourself how to gain extra lives. After many agonising hours I haven't found how.  
Brian Gellatly, Dundee.

**Dr X:** Honestly, some people. You only have one life in real life, why should you want more in a pansy fighting game. Don't be such a ponce and get a grip, you should be able to get past level seven with one life remaining.

The save game feature saves the number of lives you had when you last saved the game, so the best advice I can give you is to play from level six, where you should have more than one life and then battle through it without losing any more.



# 5 GAME PACK DIZZY COLLECTION

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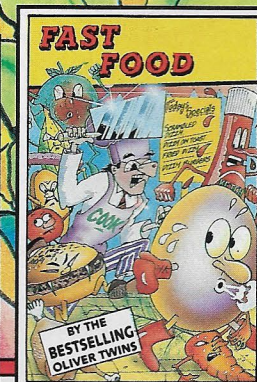
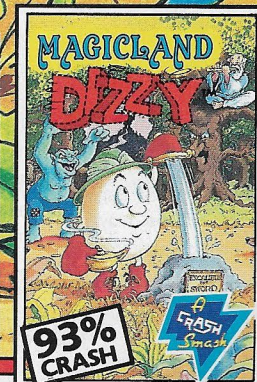
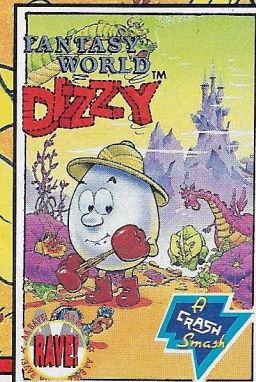
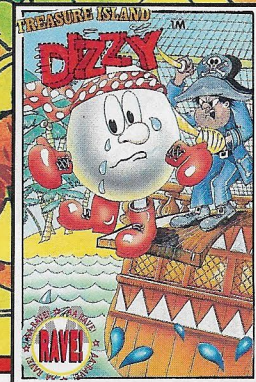
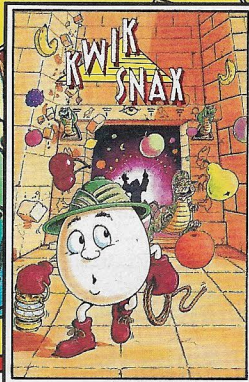
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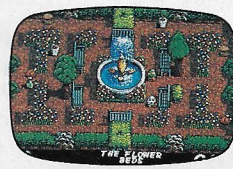
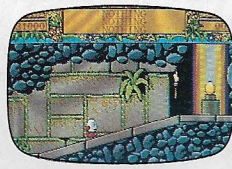
"It's spookily addictive and it's fantastically presented" - Rich Pelley Future Publishing

Dizzy's Treasure Island is brilliant, it's like a real cartoon with amazing gameplay!!

"Mindblowingly addictive and truly great!" - Brian Sharp Games X Magazine

"A Sure Fire winner for the Codies. A SMASH!" Amiga Format

"Fast Food is a classic game Absolutely brilliant" ZZap Magazine



## CODEMASTERS

AMIGA screen shots shown. 8-bit versions feature "DIZZY" instead of "KWIK SNAX"  
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0898 555 105



**Our intrepid reporter heads North West to a particularly foggy Warrington on a visit to the Software Superstore in the Golden Square Shopping Centre. Next week, we continue our quest for the Games-X Pacmania Challenge champion.**

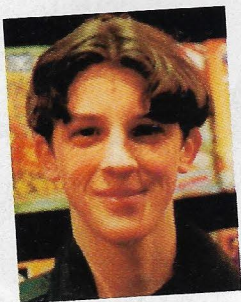
# STREET TALK



**This week in Warrington**

**Paul McGovern (16)**

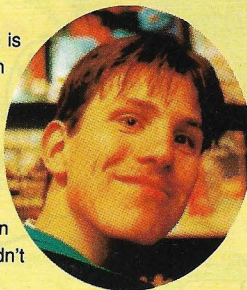
**M**y reason for being here is to find a machine. I think I'll get a Master System and ideally I'm after golf games on it although I don't know exactly what there is. I'd probably like the Mega Drive or a Game Gear, but I'm not paying that much.



I used to play football but not any more, though I do support Liverpool. I'm a bit picky about my food.

**Steven Duggan (17)**

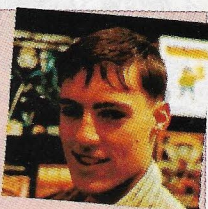
**L**otus Turbo Esprit is the best game on my Atari ST, while the worst has to be Cosmic Pirate. It's a load of rubbish with no graphics at all. I wouldn't mind an Amiga, but I wouldn't touch a Spectrum.



I like Rugby, I play it myself and also support Warrington. I watch football and support Manchester United. I saw the Addams Family recently, that's very good. Robin Hood's good too.

**Michael Ward (16)**

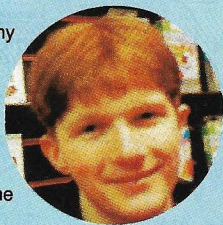
**M**y brother has a Nintendo NES version. Track and Field is good on that and Airwolf is his worst game. I wouldn't mind an Amiga because of the graphics and stuff, but I'm not too keen on the Amstrads.



I'm a black belt at karate; it's semi-contact. I used to play rugby for school and Crossfields. I went to see Bill and Ted's Bogus Journey, that was good, quite funny. My favourite food? It's got to be hamburgers.

**Colin Ford (22)**

**I**'ve got a Game Gear and my best game on that is Sonic the Hedgehog which I'm pretty happy with. I wouldn't mind a Mega Drive but I probably wouldn't play the Game Gear as much. The worst game on the Game Gear is Put & Putter Golf.



I'd never have a Nintendo Game Boy, I don't like the graphics or anything on 'em, and they're not very playable really. I just tend to play the Game Gear really, but I do go out clubbing to acid house, rave and house music.



**Rachel Ryan (16)**

**A**n Amiga 3000 would be good to have because I do a lot of the serious side of computing. I'm mainly interested in computers because that's what I'm studying at college.

My favourite game is Lemmings which is really good, but the worst is easily Super Cars II which I hate. I'm also useless at Spin Dizzy World.

**Craig Norman (13)**

**I**'ve got a Sega, a normal one. My fave game is California Games, Pacman is naff. I like action games, shooting. I also like to play football games and tennis on the Master System. I play both of them and I also support Manchester United.



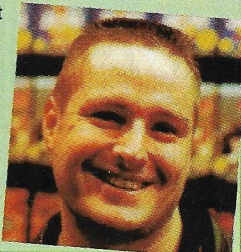
**Steven White (13)**

**I**'ve got a Master System and Sonic is really good on it. I'm just about to buy Donald Duck and I'm now hoping to trade in Ghouls 'n' Ghosts because it's not very good. The worst machine has to be the Atari 2600, it's rubbish.

**Ian Ward (24)**

**B**rilliant is the only way I can describe the Mega Drive I got last week. My best game has to be Sonic, especially with such fantastic graphics. I have played others, like Golden Axe, and what I like are good graphics and arcade-type games. I'm not into the Nintendo, I don't like it.

I enjoy football. I support Man City and have just bought some boots. I'm setting up a pub team at the moment for next season, for the Legion. I've seen Hot Shots, ooh, garbage - don't go and see it!



**Neil Harding (13)**

**S**uper Scrabble is good on my Commodore 64, but my least favourite has to be Turrican 2. I wouldn't mind a Sega Mega Drive because of the games, and the graphics are really good.

I like football, I support Everton and enjoy playing football games on the computer. I also like action games, I'm a bit bloodthirsty, so they're great.



## SHOP TALK

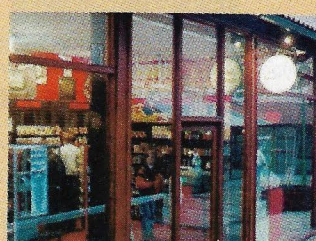
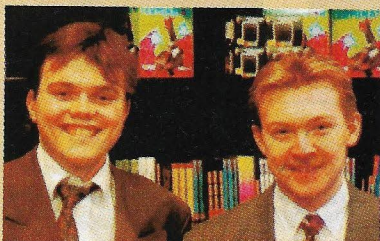
**The ones that sold the most**

**Shop Manager - Mike Gowans (Right) (22) and assistant Rick**

**W**e've been open for 14 months, one of a chain of six shops in the North West. The best selling machine is definitely the Amiga while the Mega Drives go down well when we can get them.

Master System cartridges aren't selling as well as they were because the prices are slowly sneaking up now to around £35 for a top game. At the moment, John Madden '92 is doing well as well as Sonic on the Master System, but we've got supply problems with that, I'm afraid.

We have specials; full price games at a good price which, in quiet months, see us through although business isn't too bad at the moment.



- 1 ..... **John Madden '92**
- 2 ..... **Sonic the Hedgehog**
- 3 ..... **Fun School**
- 4 ..... **First Division Manager**
- 5 ..... **WWF Wrestling**



# A320

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## A·I·R·B·U·S

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# ROCKETEER

**R**emember that 1930's B-movie series, King of the Rocketmen? Jeff King certainly cut a dashing figure with a crash-helmet that looked like something out of Leeds castle and a fire extinguisher on his back.

The Disney empire owes much to its forefathers and so the studio is as keen to acknowledge the past as well as being at the cutting edge of new technology.

Here, the past and the present juxtapose in a spectacular graphical adventure which is a 'movie game' in every sense of the phrase.

Produced by the Disney Studios and to be published by Infogrames, Rocketeer is an episodic duel of good against evil.

Cinemaware produced the excellent Rocket Rangers some three years ago, presented in its inimitable cinematic style, but Disney's intention is obviously to enhance the movie experience further.

It will use advanced graphical presentation, sound and music, courtesy of the Studio's hardware invention, the Sound Blaster.

Producing suitable music and effects has always been a problem in game design because sound is so memory hungry.

The PC of course has the advantage of sound cards, and the Disney games work with these, but the studio developed the Sound Blaster primarily to enable the characters to actually speak.

Priced at a very reasonable £29.99, the Sound Blaster plugs into the serial port of a computer and the games are written so that the sound source works independently of the program, eradicating the problem of memory restrictions.

Finding a job in the 1930s wasn't easy. Therefore, when you saw a job ad with the words, 'test pilots

*What with Rocket Rangers, Rocketeers and G-Men, seems like charging around the skies with a giant roman candle shoved up your jumper is a popular pursuit. Disney Studios has now reproduced the derring-dos from those rocketeering B-movies.*

wanted', you jumped at the chance. The scientists blindfold you and take you to the testing ground where a Cirrus X3 rocket pack is strapped to your back.

The controls are simple: slow, fast, up and down, and apart from a few teething problems and maybe a couple of months immobility in traction, you finally become a fully-fledged Rocketeer for whom the list of jobs is endless.

Then, suddenly, things get nasty. The Nazis are in cahoots with the G-Men in a bid to find out the secret of the Cirrus X3.

In order to bring you out of the skies and lure you into a trap, the heartless, jackbooted oppressors kidnap your girlfriend Jenny.

Your task is of course to rescue her and ensure that the Nazis don't get their hands on the Cirrus XR.

The presentation consists of a combination of sprites and digitized graphics which

produce stunning animation, not surprising considering the design team behind the production!

## PARODY AT ITS BEST

The game is split into episodes, rather fitting for a spoof of an old B-movie series, and in each Rocketeer is confronted with obstacles to over-come as well as an objective to achieve.

Each separate episode features a remarkable variety of gameplay.

Your main mode of transportation is the Cirrus rocket pack. Hurtling through the clouds be sure to avoid enemy fire.

In King of the Rocketmen, the rocket always sounded like a two-stroke engine with the bafflers removed – the Soundblaster sounds somewhat smoother though.

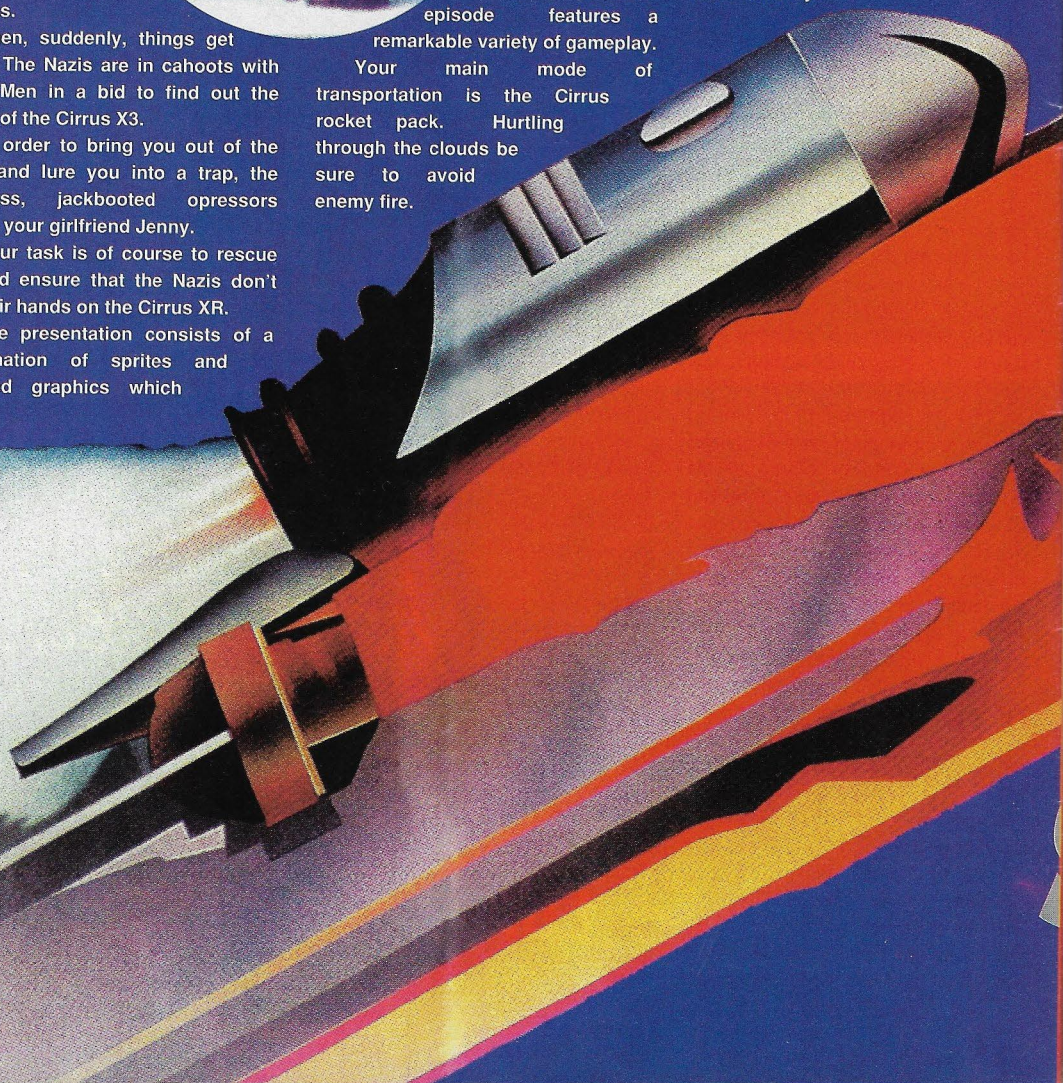
With joystick or mouse control, you come down to earth with a bump and straight into trouble. A stunning episode is the air race, a reproduction of the hair-raising 1930's aircraft races between two points.

In the hangar you're set upon by Nazi henchmen and here the gameplay is a fast-moving shoot'em-up with you on the trigger.

As the henchman move into the open you aim a gunsight and shoot while avoiding retaliatory fire.

Disney's aim is to combine spectacle with interactive action. The Soundblaster certainly brings a new dimension to the sonics and the graphical presentation is second to none.

Rocketeer will be available in March on the PC with an Amiga version to follow shortly.





BACK INSIDE THE HANGAR

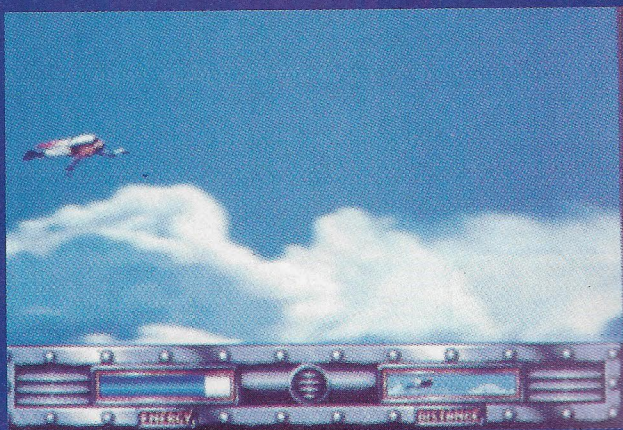


The presentation gives a view of the airfield and you must pilot your aircraft to the front of the pack while hugging the points at either end of the circuit

(Right) "Where are the planes?" "Planes? Zer are no planes," is the reply from the scientist dudes. After a briefing it's out to the testing ground where a Cirrus X3 rocket pack is strapped to your back.



You reluctantly become a Rocketeer and engage in an endless list of jobs, ranging from ordinance survey to rescuing cats from trees



# Sneaky Peek



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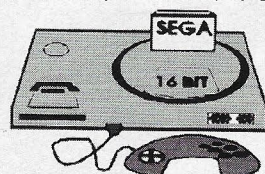
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# DIE

**They say lightning never strikes twice. They were wrong! Some guys are just born unlucky...**

**T**he first time we met tough New York cop John McClane, he was tormenting an elite gang of international terrorists as they attempted to pull off one of the biggest robberies going.

After a gruesome blood bath he emerged the victor and hero. A year on, John's back and waiting for his wife at the snowbound airport in Washington.

As fate would have it he's not the only person there who's seen a little action. While patiently waiting, McClane notices some bizarre goings on.

Following two suspicious hoods he becomes embroiled in a deadly gun battle. Fearing the worse McClane informs the authorities of an imminent terrorist hijack. Unfortunately the airport Security Chief isn't too impressed by his story and dismisses it outright.

## **SINGLE-HANDED SWOOP**

So begins one man's mission against a gun-toting gang of crazies. As the game progresses it becomes obvious that John isn't dealing with a gang of part-time crooks chancing their luck, but rather an elite troop of soldiers intent on reinstating a would-be junta back in his banana republic.

Taking on a crack team is no one's idea of fun, but if anyone could pull it off, that person would be John McClane.

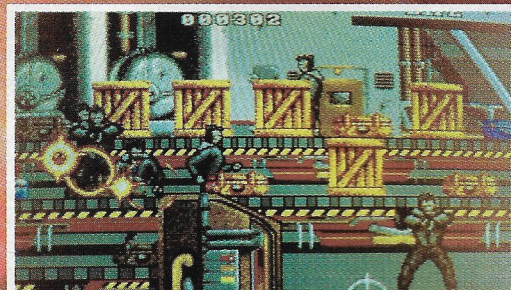
The licence to Die Hard 2 - Die Harder was acquired by Grandslam some time ago. The company called upon the talents of the mighty Tiertex (the programmers behind US Gold's smashes Strider 1 and 2), to convert the game onto the home computer.

There are five major levels; four resemble an Operation Wolf-style game play, and the last re-enacts McClane chasing the baddies on a snowbike.

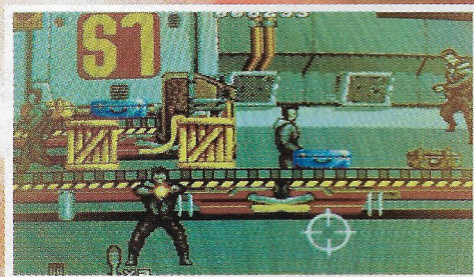
There are also mind-bending puzzles to solve, such as reconnecting a small outside beacon to a radio transmitter, thus allowing the control tower to communicate with the growing number of aircraft above.

Progression through the levels is directly linked to both reflexes and quick thinking. Grandslam is due to release Die Hard 2 - Die Harder on the Amiga, ST, PC, Commodore 64, Sega Master System and Sega Mega Drive in March.

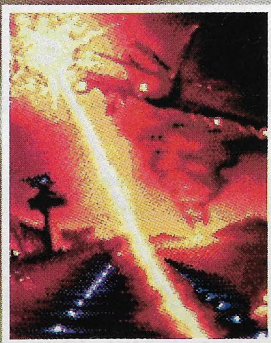
# HARD 2 DIE HARDER



Die Hard 2 - Die Harder follows the Operation Wolf genre of games. Carefully position the cross-hair over the offending sprite, tap on the mouse button and blow the sucker to bits!



Having routed out the enemy troops you must blow them all to kingdom come while trying hard not to catch too many slugs in the chest



# Sneaky Peek



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• Sega Mega Drive, Japanese convertor. Includes seven games, Sonic and Streets of Rage. Worth £350 sell for £200. Call Darren (081) 669-6651 after 3pm.

• Super Famicom (PAL), PSU, 2 joypads, Super Ghouls'n'Ghosts, Super R-Type, Mario 4, Super deal, £300, no offers. Tel: (061) 302-4345.

• C64 for sale with mags and games, worth over £275, sell for £115. Also Casio PT-10 keyboard £12. Contact Neil Brailsford, 36 Farley Road, Derby. DE3 6BW.

• For Sale: Game Boy, three games - Tetris, Spiderman, Double Dragon. Worth £110, will sell for £70. Phone Chris on (04865) 3133. Near Guildford, Surrey.

• Sam Coupé 512k, disk drive, mouse, sound sampler, joystick, 40+ disks. Sam/Spectrum games, demos, etc. Disk box, dust cover. Worth £400+, £169 ono. Perfect, call Martin after 5pm. (021) 745-2354.

**Uncle X is never lackadaisical (except on Friday afternoons). Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

# X-IT

## YOUNG AT HEART



First a few details about myself. I am 31 years old, I work in a food factory and I own the following machines: Spectrum +2 (and unlike a lot of people nowadays I am not ashamed of owning one), a Game Boy and a 1.5MB SAM Coupé.

The machine I use most is the SAM, which I think is getting a very raw deal in your mag. (Talking of which, I think I'm getting treated abysmally in the GX offices, for no reason whatsoever - Doc).

There seems to be a general opinion in this country that computers and games consoles are for children, and anyone using one hasn't quite grown up yet! Most of the people with this attitude would quite happily play Tetris on a Game Boy for hours on end, but still insist that it is only a toy.

There are a lot of people in the factory where I work who own consoles or computers, but many of them do not talk about it because they think that other people will think them childish.

This sort of thinking happens outside the computing/console world. Within the computing/console world the opinion seems to be that if your computer isn't a 16-bit machine then it must be crap!

Alright, the Amiga is the best-selling computer at the moment, but not everyone can afford an Amiga, therefore

they may buy a Spectrum or a C64 or an Amstrad, and believe it or not, quite a lot of people have bought a SAM.

There is a fair amount of PD software for SAM so why don't you review some of this? I would also like to know why, when Prince of Persia for the SAM was released, it didn't appear in your release schedule and why you didn't review it?  
**Nigel French, Spalding, Lincolnshire.**

You have to admit that this attitude is changing somewhat; over the last year it has become trendy to own a computer - a console or hand held in particular. Anyway, so-called 'grown ups' have always had a preoccupation with 'toys'; consider the number of train sets bought by fathers for themselves, whoops sorry, for their children!

OK, you're right, the 8-bit machines do get a bashing in GX, but I concede that the playability level of many of the games for these machines either matches or exceeds that found in a number of 16-bit games.

So, if you're happy with the limited sound and graphics, you can save a bomb on software, just think £11/£15 for a game compared to the usual £25 for 16-bit software.

## GETTING TO GRIPS

Yo, amazingly bodacious knower of all answers. I have two questions for you.

1. When will Pitfighter and Lemmings be out on the Lynx?
2. Is the Lynx 16-bit or 8-bit because it says on the box that it is 16-bit but it doesn't look it?

**Simon Barrow, Wallasey, Merseyside.**

1. Pitfighter will be out during the first quarter of '92, but you'll have to wait until late summer for Lemmings.

2. Believe what you read! The Lynx is 16-bit. Would you feel better if it was four times as big, with 16-bit written across it in flashing neon lights?!

## DOUBLE DILEMMA

I am looking for an STFM, but there are a couple of questions I would like to ask:

1. Can you use STE games on the STFM?
2. Is the STFM's drive double sided?

**James Minchin, Bath, Avon.**

1. There aren't many games around which utilise the STE's capabilities to the full. Those which do exist are compatible with the STFM.

2. Yes. Only the early STs had single sided drives.

## ADD-ONS

I have just got a Game Boy and I think it's great.

However, the only games I have for it right now are Tetris and Super Mario Land, and apart from the games that got good reviews in Games-X (which I have been buying since issue 28), I don't know which games are worth buying. Please could you tell me the top five out at the moment?

Also, do you think that any of the accessories available are worth buying? Oh, and is the Club Nintendo, whose application form is included with the games, worth joining?

**Alan Ferguson, Govan, Glasgow.**

There are gallons of add-ons around for the Game Boy - some useful and some you could easily live without.

The rechargeable battery pack will give you 10 hours worth of game playing without wasting any batteries. It also enables you to plug your Game Boy into the mains. Nifty stuff, eh?

Again, getting a light for your Game Boy is a goodie - unless your mum/brother/sister/dog is willing to hold a torch for you. You can either get just a light, or one with a magnifying screen.

Club Nintendo seems like a good deal to me - all that information and it costs you nothing!

## MORE ROOM

I was just wondering now that the Amiga 500 Plus is here, will A500P software work on the A500? Oh, and what's the difference between the two except for the tacky plus sign?

One last thing, make your compo slips bigger. I can only fit two words on them.


Name .....

Address .....

Post code .....

Post to: Games-X Classifieds, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.



## LIFE SAVER?!

**LOON OF THE WEEK** On the morning of the 1st January 1992 I sighted a... wait for it... dead copy of *Games-X* by the side of the road. I rushed over to it only to find that it was not dead, only injured.

The poor rascal had been hit by a Golf GTI. After a while a substantial crowd had gathered round and a doctor came forth to administer ther kiss of life. Max (the name of that particular issue) is now making a swift recovery in Broomfield hospital.

**Rob 'Mr Whippy' Sears, Chelmsford, Essex.**

*Always been a loon have we? A hit and run incident involving a GX mag indeed! Either you need a change of medication, or a long holiday somewhere very quiet with padded walls. If I didn't know better I'd swear that you were after a T-shirt.*

PS I've been an avid reader of *Games-X* since the preview issue and have got every single issue, do I get a prize? And what happened to the green logo?

Yours wanting a T-shirtily,

**John Mather, Stratton, Swindon.**

*The Plus has one meg of RAM whereas the 500 only has half a meg, unless you have upgraded your machine.*

*Also, the 500's operating system is found on disk as opposed to the Plus's which is located in its ROM. This means the A500+ is quicker to boot up and also there's more available memory.*

*The only software incompatibilities are with some of the older games which will not work on the A500P.*

## WE LOVE CHESNEY

I have just written a fabbo, brilliant, cool bodacious, excellent, spaced out song, which is almost (well, nearly... actually not a patch) as good as your mag. Well here it is.

It is sung to the tune of 'I am the one and only' ...

**Ross Christie, Chelmer Village, Chelmsford.**

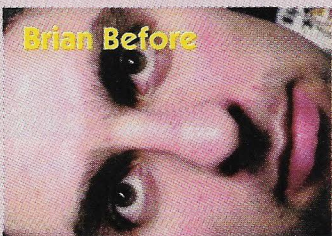
*I think we'll stop this letter right here (I'm glad you did before I had to voice my opinions - Doc). A Chesney song indeed - that is if you can call it a song! Well, not in this mag matey. We do have standards to upkeep.*

## TEAM TALK

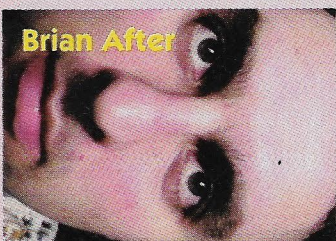
This was a week when Brian spent his time hiding under a large black plastic bin-liner and whimpering in a sad and tragic manner. No one knows why.

Even Hugh, our illustrious head honcho and part-time agony uncle, was unable to prise the truth from Brian's lips. Hugh's most admirable counselling methods involved

Brian Before



Brian After



sitting right next to Brian and ignoring him completely.

John "Finbarr" Davison ended his teenage years this week by reaching the grand old age of 20. What delights did he receive on this illustrious day?

A frustration brick for throwing across the room from Alex and Nick, not to mention a less than cheerful card from our Nick. What better excuse was there for lunch at the pub?

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★ **A full three page player's guide on Space Ace II: Bort's Revenge**



★ **Sneak previews of both Virgin's Guest and Steg from the Codemasters**

★ **Console Connexions brings you such delights as Donald Duck on the Game Gear and Home Alone on the Super NES. Also a review of the Hyperboy**

★ **Exclusive: the second part of the GX Las Vegas Show Report**

*Contents are subject to change*

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### PUBLISHED BY

**Europress Interactive Ltd,**  
**Europa House,**  
**Addington Park,**  
**Macclesfield,**  
**Cheshire SK10 4NP.**  
**Tel: 0625 878888**  
**Fax: 0625 876669**  
**Printed by BPCC, Colchester**  
**Distributed by UMD,**  
**tel: 071 700 4600**

**Games-X original concept and design by Hugh Gollner**

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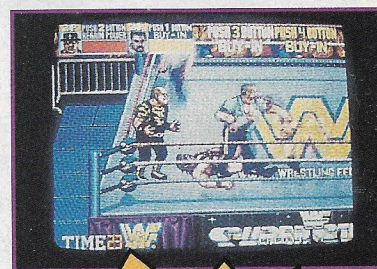
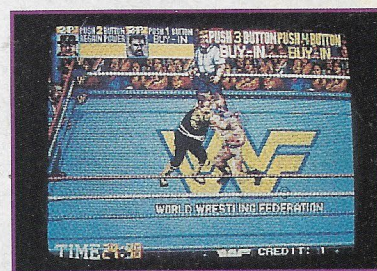
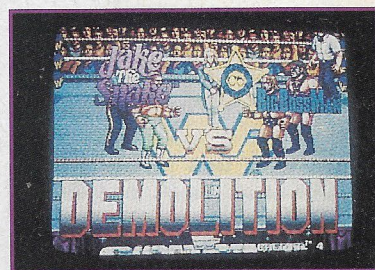
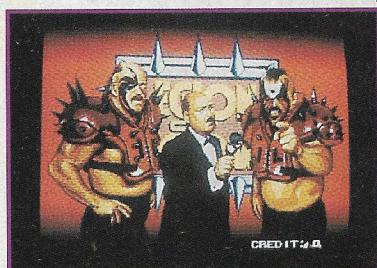
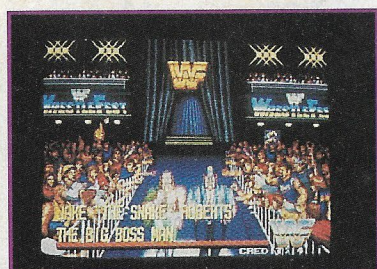
# WRESTLEFEST

## FEATURING

- ★ **HULK HOGAN**
- ★ **'JAKE THE SNAKE' ROBERTS**
- ★ **SGT SLAUGHTER**
- ★ **ANIMAL OF THE LEGION OF DOOM**
- ★ **EARTHQUAKE**

## ALSO FEATURING

- ★ **BIG BOSS MAN**
- ★ **THE MILLION DOLLAR MAN-TED DI BIASE**
- ★ **MR PERFECT**
- ★ **HAWK OF THE LEGION OF DOOM**
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